

IDEAL 1977

FOR THE GOOD TIMES



TCR-Total Control Racing



TCR Makes It A Whole New Race!

For 17 years, model road racing has been one of the hottest segments of the toy/hobby market. But for nearly all of those 17 years, nothing much about road racing really changed. Cars remained prisoners of their slots. They couldn't change lanes to pass other cars, the way they would in a real race. And of course, kids realized it. Sure, they had fun with their slot-racing sets . . . but all the time they wanted more. More realism . . . more excitement . . . more control!

A BIG BREAKTHROUGH CALLED TCR®
TCR — Total Control Racing™ from Ideal — is a truly slotless racing system. Not only are there no slots . . . there are also no barrier walls in the middle of any of the track sections! The TCR racing system lets the "driver" duplicate all the skills and challenges of a real road race. With separate controls for speed and lane changing, you never have to let up on the gas pedal when you want to make your move to pass your opponent.

With TCR you can forget all the limitations of the past. TCR features truly realistic passing,

because our hand-held controller has two separate controls . . . a trigger to vary the speed of your car, plus a second switch for lane changing. Flick it and your car changes lanes in a wink . . . while the speed trigger keeps your car at high speed so when you get out in the other lane, you're ready to pass! What makes high-speed lane changing possible? It's Ideal's exclusive Dual-shifting Drive Train, which powers one rear wheel at a time. Push the passing switch, power shifts from one

wheel to the other, and the car changes lanes instantly. Flick the switch again, power changes to the other wheel, and the car changes lanes again! It all happens very fast . . . and the TCR cars are very fast, too, with scale speeds of 275 M.P.H!

REALISM ALL THE WAY

Total Control Racing sets have many other features that add to the thrill of realistic action. For example, have you ever noticed how, in conventional racing sets, the car stops cold when you back off on the power? Not so with the TCR

car . . . it's the only one with heavy die-cast metal mag-style wheels. The extra weight lets a TCR car accelerate and decelerate smoothly . . . like a real car! The die-cast metal wheels also give a TCR car a low center of gravity, so it holds the track better in a curve. Since he doesn't have to worry so much about his car flying off the track at every curve, a youngster can concentrate on his racing strategy. These features alone are enough to put Ideal's Total Control Racing sets in a class by itself . . . and we haven't even told you yet about the most sensational feature of all!

EXCLUSIVE

JAM CAR™ FEATURE

Among all road-racing systems, only TCR recognizes that a race involves more than just the two top cars. There are other cars on the track, too . . . slower cars that the leaders have to get around to win! That's why two TCR racing sets include a jam car . . . an extra, independent car that circles the track at a constant two-thirds the speed of the driver-controlled cars. Getting past it is part of the challenge that makes TCR so exciting . . .

so realistic . . . and so far ahead of all the rest! Everything about TCR is the best the industry has ever seen. And it all adds up to PURE EXCITEMENT!

Exclusive die-cast metal mag-style wheels promote better traction, more realistic acceleration and deceleration.

Unique Dual-Shifting Drive Train permits instant passing action.

Permanent bronze leaf springs replace easily-lost coil springs under pick-up shoes.

Powerful motor sends TCR cars zooming to scale speeds of 275 M.P.H.

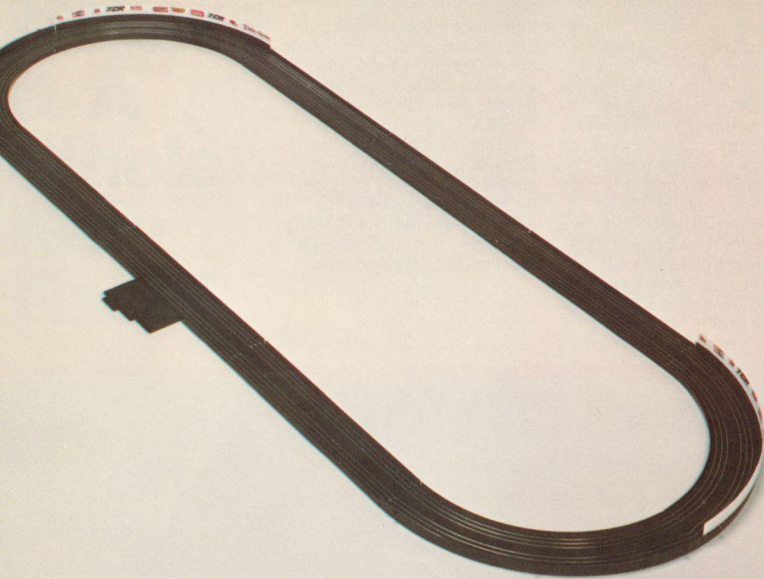
Free-wheeling gear action allows realistic deceleration with power off.

Trailing pick-up shoes stay in contact with the power longer while changing lanes.

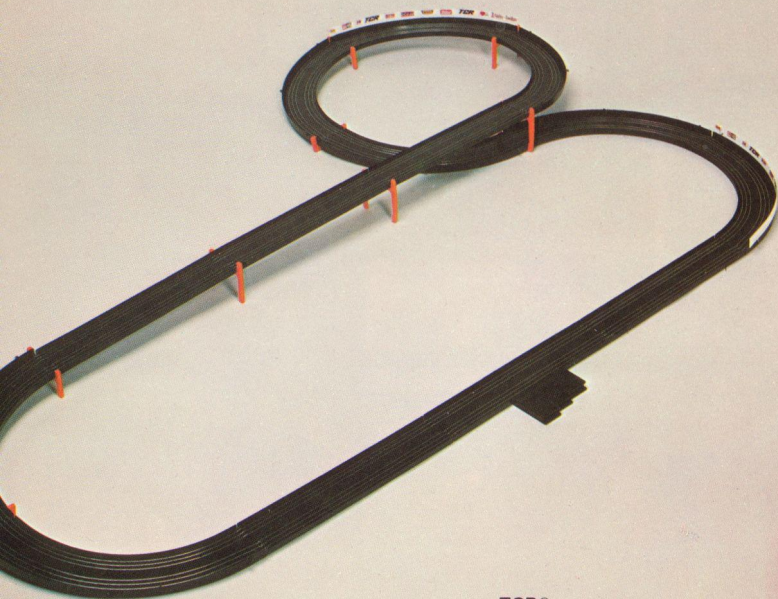
Front-end shock absorbers cushion impact.

Low center of gravity gives more control in turns.

Engineered To Win...Built To Last... That's TCR!



TCR®—
TOTAL CONTROL RACING™
SET "GRAN CIRCUIT"™™



TCR®—
TOTAL CONTROL RACING™
SET "BONNEVILLE CLASSIC"™™

**TCR®—
TOTAL CONTROL RACING™
SET "GRAN CIRCUIT"™™
3301-9**

This is the introductory TCR layout, with speed and action to spare! Includes two TCR cars featuring high performance and instant lane changing ... two hand controllers to control car speed and lane changing separately ... UL-listed power pack ... 14 feet of slotless track ... and colorful billboards.

Pack: 4 pcs. Wgt: 24 lbs.

**TCR®—
TOTAL CONTROL RACING™
SET "BONNEVILLE CLASSIC"™™
3302-7**

More track for two-level racing highlights this exciting set. Contains two TCR lane-changing slotless race cars ... two hand controllers with dual controls for speed and lane changing ... trestles to elevate the track ... colorful billboards to create a realistic racing environment ... UL-listed power pack ... and 20 feet of slotless track.

Pack: 4 pcs. Wgt: 28 lbs.

**TCR®—
TOTAL CONTROL RACING™
SET "JAM CAR SPEEDWAY"™™
3303-5**

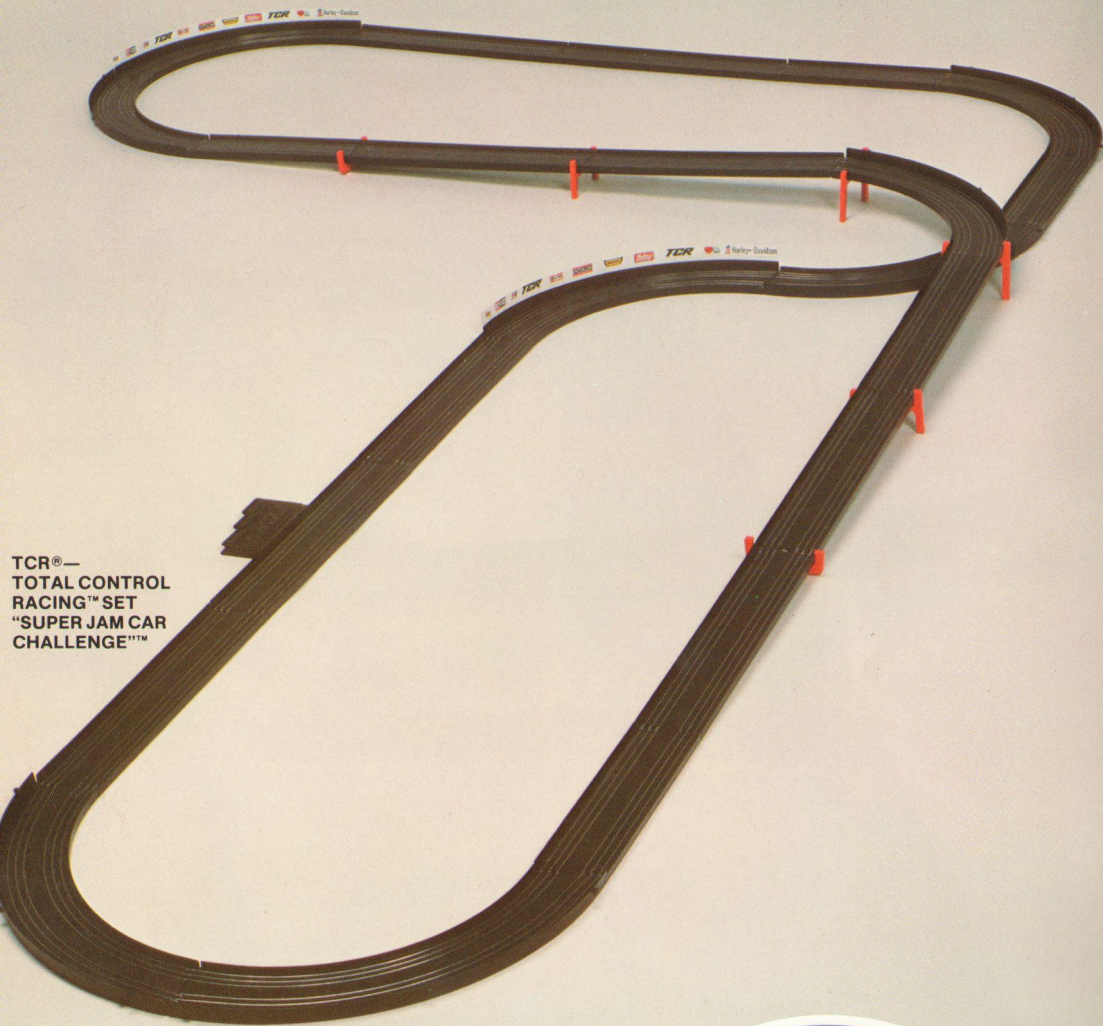
This set includes the jam car ... a third car that circles the track at a constant slower speed, just daring the other drivers to maneuver past it! Get stuck behind the jam car, and you could lose precious seconds! Set also contains two high-performance TCR race cars ... two dual-function hand controllers ... UL-listed power pack ... 22'6" of slotless track ... trestles that elevate the track for a variety of "over-and-under" layouts ... and colorful billboards to add that final touch of realism.

Pack: 4 pcs. Wgt: 30 lbs.



TCR®—
TOTAL CONTROL RACING™
SET "JAM CAR SPEEDWAY"™™

**TCR®—
TOTAL CONTROL
RACING™ SET
"SUPER JAM CAR
CHALLENGE"™™**



**TCR®—
TOTAL CONTROL
RACING™ SET
"SUPER JAM CAR
CHALLENGE"™™
3304-3**

The ultimate in Total Control Racing sets . . . which means it's the best model road racing set in the whole world! Set contains two lane-changing TCR race cars, plus a third jam car that circles the track at slower speed, making it crucial to plan racing strategy far ahead. Also in this set: two dual-function hand controllers which independently control cars' speed and lane changing

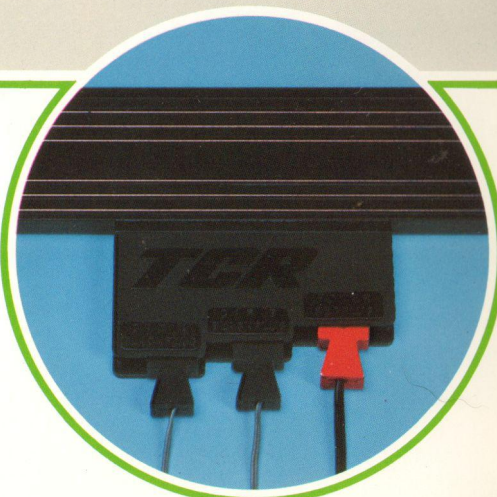
. . . UL-listed power pack . . . a full 26 feet of slotless track . . . plus trestles to elevate the track for a variety of multi-level layouts, and billboards to provide a colorful racing background.

Pack: 4 pcs. Wgt: 32 lbs.

**TCR® TERMINAL TRACK
3308-4**

There's no safer or easier way to connect power to a road-racing system. Plug-in terminal track is pre-wired. Just insert plugs from power pack and controllers . . . and you're all set to go racing.

Pack: 1 dz. Wgt: 3 lbs.



**TCR® TRACK
IS SIMPLY BETTER!**

High-performance TCR track pieces push together with a simple positive action — just like model train tracks — for a foolproof electro-mechanical connection. There are no complicated connecting levers, like the ones you'll find on other road-racing track. It's just one more thoughtful touch that shows at Ideal, we know how to put it all together!

**OUR CARS ARE
BOLD
AND BEAUTIFUL,
TOO!**

TCR race cars are a collection of the most sought-after road machines an American youngster can dream about and really identify with! Each of these hot beauties is richly detailed, and embodies all the brilliant construction features that make Total Control Racing such a revolutionary concept in road racing! At the heart of each car is the exclusive Dual-Shifting Drive Train, with its positive lane-changing control.

MUSTANG RAT-TRAP

3325-8
PINTO RAT-TRAP
3326-6
TRIUMPH TR-7
3327-4
COBRA TRANS AM
3328-2
'55 CHEVY
3329-0
NOVA
3330-8

TCR® CAR ASSORTMENT

3324-1
(2 each of the 6 styles)
Also available in Open Stock.
Pack: 1 doz. Wgt: 1 lb. 8 oz.

**TCR® JAM CARS
MUSTANG RAT-TRAP
JAM CAR**

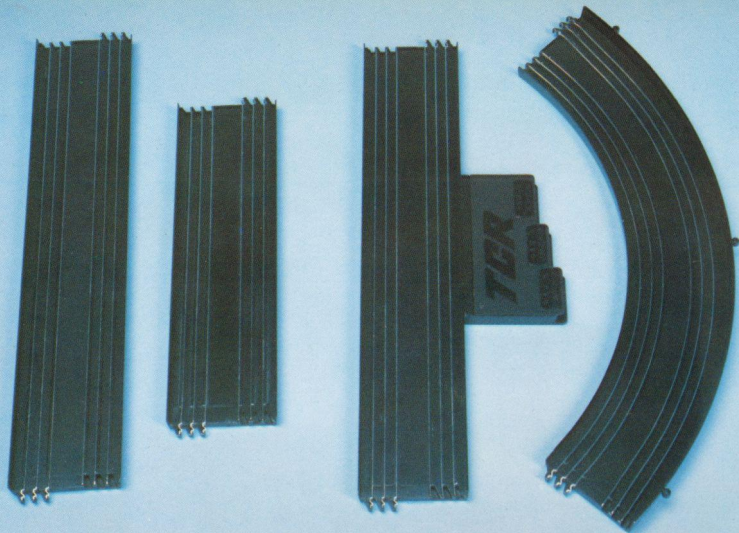
3331-6
COBRA JAM CAR
3332-4
NOVA JAM CAR
3333-2

Pack: 1 doz. Wgt: 1 lb. 8 oz.

**TCR® JAM CAR™
ASSORTMENT
3323-3**

(4 each of the 3 styles)
Pack: 1 doz. Wgt: 1 lb. 8 oz.





TCR® HIGH-PERFORMANCE TRACK

TCR track features our exclusive "push-pull" positive-locking system. No protruding tabs to break off, no pivots to become misaligned. TCR slot-less track goes together faster . . . lasts longer.

15" STRAIGHT (2 pcs per pack)

3306-8

Pack: 2 dz. Wgt: 6 lbs

10" STRAIGHT (2 pcs per pack)

3307-6

Pack: 2 dz. Wgt: 6 lbs

¼ CIRCLE, 12" RADIUS (2 pcs per pack)

3309-2

Pack: 1 dz. Wgt: 6 lbs

TCR® POWER PACK WITH PLUG

3311-8

Power pack plugs directly into wall socket, comes with pre-wired plug for easy, positive insertion into terminal track.

Pack: 6 pcs. Wgt: 6 lbs

TRESTLE SET

3314-8

(1 set)

Pack: 1 dz Wgt: 3 lbs

CONTROLLER FOR CAR "A"

3310-0

Pack: 1 dz. Wgt: 4 lbs.

CONTROLLER FOR CAR "B"

3315-9

Pack: 1 dz. Wgt: 4 lbs.

TCR®

TERMINAL TRACK

(2pcs. per pack)

3308-4

Pack: 1 doz. Wgt. 3 lbs.

TCR®

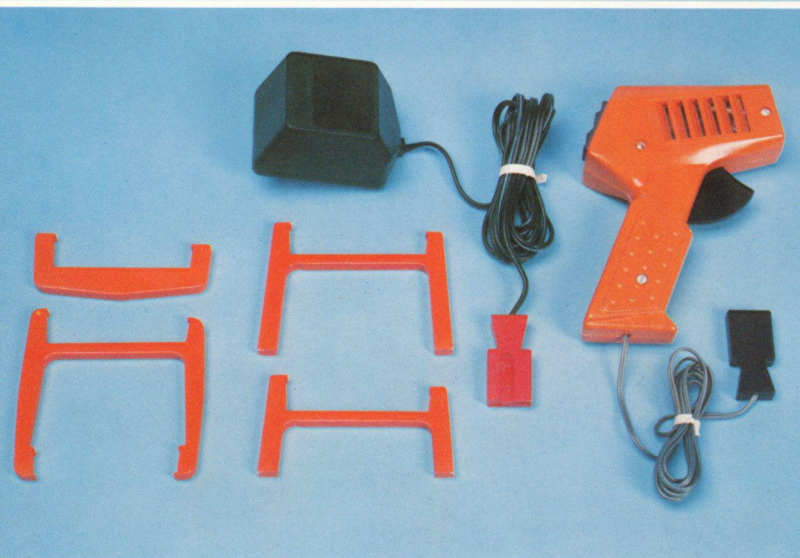
TUNE-UP ACCESSORY

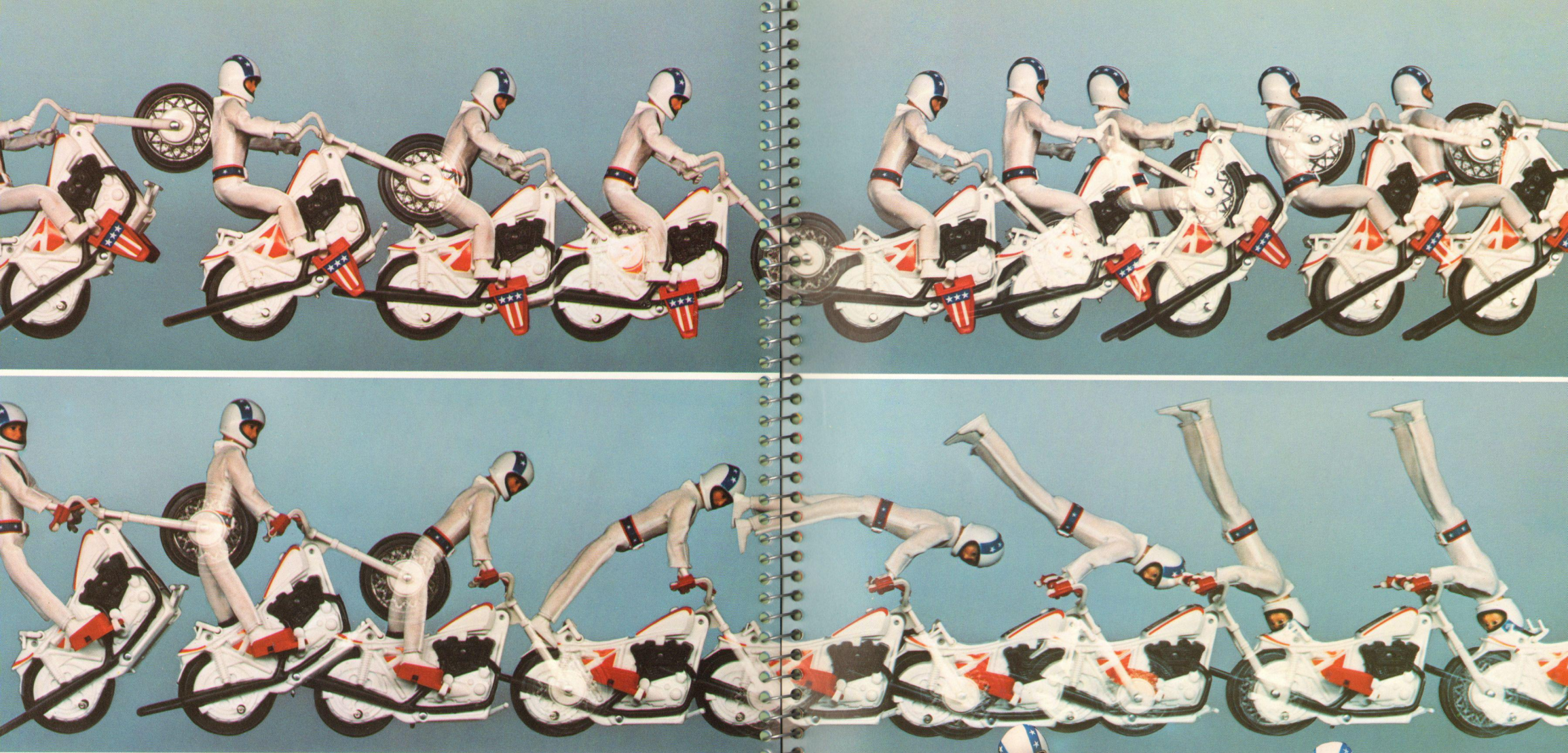
PACK

3316-7

Indicates two pack-up shoes and two tires

Pack: 1 doz. Wgt. 3 lbs.





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



Here's where it all started — Evel Knievel, King of the Stuntmen, and the cycle that does all his great tricks. But for 1977 we've taken this perennial winner and given it a whole new appeal! Because now it comes with super-stunt accessories that let our Evel Knievel figure do tricks so daring, even the real Evel can't match them!

There's a GT Wheelie Stand that makes Evel do a whole series of wheelies in each run . . . plus a Daredevil Flip Bar that lets him go up into a handstand after he comes down from a wheelie! And of course, you can still do all the stunts Evel's famous for . . . thanks to the powerful energizer that sends the cycle racing 100 feet or more, doing jumps, flips, and wheelies at top speed!

Pack: 6 pcs. Wgt: 15 lbs.



**EVEL KNIEVEL™
C.B. VAN™
3412-4**

"Breaker one nine, this is Evel one!" You've seen Evel do his stunts . . . now you can hear Evel talk! The newest Evel Knievel action vehicle is a C.B. van that actually "broadcasts" in Evel's own voice! Push the button on the C.B. playback rig and you'll hear one of six popular C.B. expressions . . . actually recorded by Evel himself! For example . . . "Come on, two-wheeler — let's jump it!" or "It's time to put the hammer down, road runners!" . . . and of course, the favorite

C.B. expression, "That's a big 10-4, good buddy!" Evel's C.B. van is a neat-looking California-style van in Evel's own red-white-and-blue colors. One side has a full-length gull-wing door that swings up so you can get at everything inside. There's a jump ramp that hooks onto the end so Evel can jump up and over the van. A rear-mounted cycle rack lets Evel take one of his bikes with him when he's on the road. And as a final touch, there's even a porthole window on each side! But the biggest feature of this machine isn't what you see . . . it's what you hear! And when youngsters hear Evel talk his

C.B. slang, they'll feel he's talking especially to them! Every kid would like to be Evel Knievel's good buddy . . . and now they can! (Requires 1 "AA" battery, not included.)
Pack: 6 pcs. Wgt: 26 lbs.



**EVEL KNIEVEL™
STRATOCYCLE™
3411-6**

You've never seen a cycle like this before . . . because there's never been a cycle like this before! As you know, Evel Knievel became famous for flying through the air on his cycle . . . but this one looks like it could fly for real! Actually, it's an exact replica of the bike Evel rides in his new movie, "Viva Knievel!" . . . and it can do all the jumps, wheelies, and other tricks of Evel's Stunt Cycle. Even though what it does is the same, when it comes to how it looks, the Stratocycle is in a

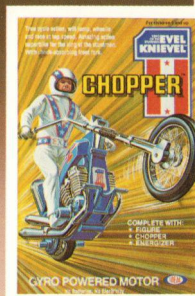
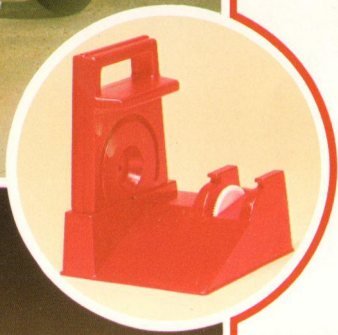
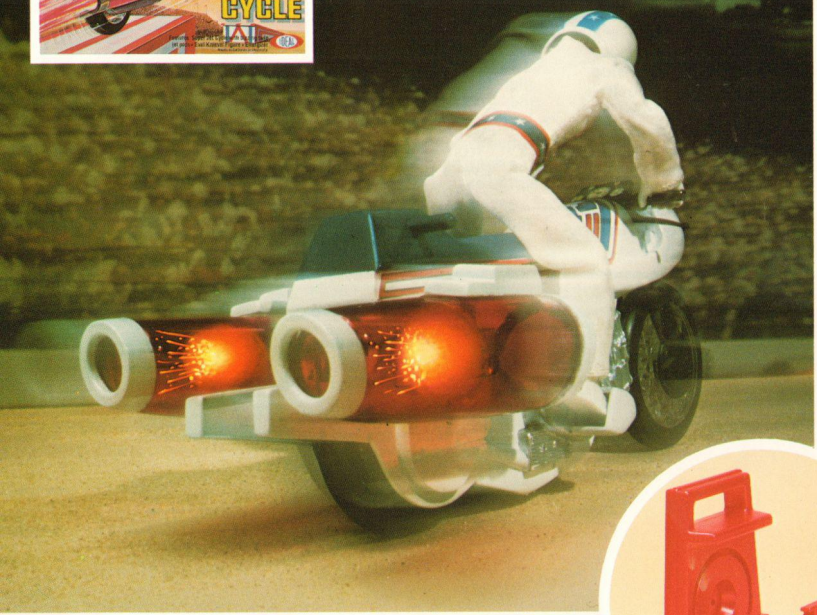
class by itself! The excitement begins at the nose . . . a bullet-shaped cowling, flowing back into a sharply raked-back windshield. The screaming eagle's head on the side tells you this machine means business . . . and with its out-stretched wings and flaring tail, it looks like it might really take off! The design is pure Evel . . . red, white and blue, with plenty of stars! But this cycle isn't just for show! With its rugged front forks and extra-strong "magnesium-look" wheels, it can take any amount of punishment The King of the Stuntmen can dish out! The Evel Knievel Stratocycle . . . reaching a stratospheric high in good looks and excitement! (Figure and energizer included.)

Pack: 6 pcs. Wgt: 11 lbs.



Poster from Evel's Big New Movie!





EVEL KNieVEL™ SUPER CYCLE™ 3452-0



There's fire-breathing action in store any time Evel climbs aboard his red-hot Super Cycle! Just watch as it revs up in the energizer. It's a big bike, and all muscle... with streamlined racing fairing stretching way out front... long, lean racing seat big enough for two to ride... a strong, shock-absorbing front fork... and on the sides, two clear red plastic jet pods for that extra spark of action! Now the Super Cycle races away in a wheelie, jet pods spitting "flame" and Evel leaning way forward in the classic racing position. The Super Cycle does all the tricks, jumps and flips you expect from Evel... while the jet pods add an extra sparkling dimension of excitement. (Comes complete with figure and energizer.)

Pack: 6 pcs. Wgt: 16 lbs.

EVEL KNieVEL™ CHOPPER 3450-4



A whole different scene for Evel. The Chopper is a mean machine that can do its thing on road or track. Authentic details include a high backrest, dual headlights, four fat exhaust pipes, and Evel's famous NUMBER ONE on the side. If Evel crashes, the long front fork sticks way out to absorb the shock. Evel's Chopper comes roaring out of the energizer for 100 feet or more... doing all the wheelies, jumps, and flips Evel's famous for. The Evel Knievel Chopper... more thrills from the King of the Stuntmen! (Figure and energizer included.)

Pack: 6 pcs. Wgt: 15 lbs.



ASSORTED EVEL KNIEVEL™ FIGURES 3403-3

There are so many Evel Knievel stunt vehicles to choose from... you'll need extra Evel Knievel action figures to drive them all! They come in three different color racing outfits, each 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.

EVEL KNieVEL™ "FUNNY CAR" 3451-2



What's a "funny car?" It's a stock body slipped over a dragster engine and chassis. This one is all business... hunched way down in front to cut drag, with an oversize rear spoiler for stability, and fat slick tires for road-gripping traction. With Evel in the driver's seat, it leaps out of the energizer in a wheelie, zooming up to 100 feet at race-winning speed! 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 sides. The Evel Knievel "Funny Car" looks as handsome on display as it does on the move. They may call it a funny car... but nobody laughs when Evel gets behind the wheel! (Comes complete with energizer; figure not included.)

Pack: 6 pcs. Wgt: 15 lbs.



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



The Sky Cycle looks and sounds like a supersonic jet on two wheels, as it leaps from the energizer with gyro-motor screaming and the Evel figure snug 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.





EVEL KNieVEL™ PRECISION MINIATURES

Now there are 12 neat little Evel Knievel die cast stunt vehicles that look just as great at play . . . as they do on display! Any child who's thrilled by Evel's daring exploits — and what child isn't! — will want a complete set. There's terrific appeal in the accurately scaled, highly detailed look of these miniatures. 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.

EVEL KNieVEL™ PRECISION MINIATURES 4323-2

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

(2 each of 6 styles.)
Pack: 1 doz. Wgt: 3 lbs.
Also available in open stock.

EVEL KNieVEL™ PRECISION MINIATURES 4322-4

FORMULA "J" CAR
4316-6

RAT TRAP™ CAR
4317-4

**SUPER STOCK
CAR**
4318-2

DRAG BIKE
4319-0

STRATOCYCLE™
4320-8

SUPER CYCLE
4321-6

(2 each of 6 styles.)
Pack: 1 doz. Wgt: 3 lbs.
Also available in open stock.

EVEL KNieVEL™ PRECISION MINIATURES ASSORTMENT

4300-0
Assortment of all 12 styles,
packed in a colorful display
shipper.

Pack: 3 doz. Wgt: 8 lbs.



JAY J. ARMES™ FIGURE 4400-8

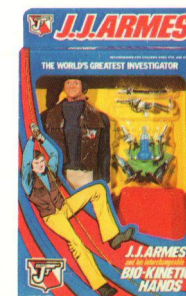
Jay J. Armes is more than a real-life character . . . he's bigger than life! J.J. overcame incredible odds to become the world's greatest investigator.



Today he lives in luxury . . . employs 240 agents . . . and earns up to \$50,000 per case! We've reproduced J.J. as a 9½"-tall, fully poseable figure dressed in turtleneck, vest, and slacks. J.J. has no hands, but his spring-loaded hooks can be opened and closed to grasp objects. Or add one of his interchangeable action accessories . . . like a pair of suction cups for climbing walls . . . a magnet for hanging onto steel structure . . . a machete to cut his way out of tough situations . . . even a pair of false hands for undercover roles. And cleverest of all . . . the hook that flips over to become a pistol! J.J. actually has one, and it's

saved his life more than once. Incredible but true . . . that's Jay J. Armes!

Pack: 2 doz. Wgt: 6 lbs.



**ELECTRO MAN™ LEADS THE
REVOLUTION OF '77!**

In the toy business, as in any other, "revolutionary" is an over-used word... because truly revolutionary developments don't come along that often. You can always tell when a real revolution is happening. It's touched off by a single remarkable product that opens up a whole new market... a product that sets new standards and points the way for years to come. Now it's happening again... and the product that's making it happen is Electro Man! Electro Man is the world's first truly electronic toy... with capabilities so remarkable that to a child, he's more than a toy. He's a friend... a protector... a powerful ally in the child's own world of imagination. With his electronic brain, Electro Man "talks" to a child... responds to commands... behaves so realistically he almost seems alive! Electro Man is a master of electronic surveillance and detection. He can sense the slightest movement near him, and issue a piercing warning sound. He can tell friend from foe... and let a child know by pointing out the enemy. And he can be controlled manually, using his attack beam to stun an opponent! Electro Man has his own special enemy—but his abilities are so far-reaching that a child will quickly develop many new missions for him to tackle. The electronic brain that makes Electro Man work is a miniaturized integrated circuit. This tiny device, which can replace hundreds of transistors, has already made possible such technologically advanced products as the pocket calculator and the digital watch. Now, for the first time, it's also the heart of a powerful new toy, developed under our direction, and for us alone. We believe Electro Man is only the first of a whole new generation of toys that will take advantage of the marvelous electronic devices now becoming available. That's why we're especially delighted to be able to offer this new kind of toy today. Electro Man and the Revolution of '77... brought to you by Ideal!

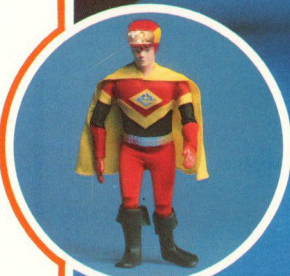
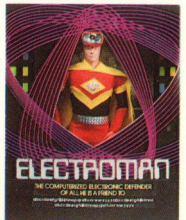


**ELECTRO MAN™
4370-3**



Any child will feel a little safer with Electro Man standing by to guard him! This electronic friend is a 16"-high, fully poseable figure with light source, reflector, and photo-electric cell built into his head, and operating through his hidden electronic brain. There are three different electronic settings to select from. In the guard position, Electro Man stands silent but ever-alert . . . waiting patiently (and by the way, using virtually no power while he does.) But if anything or anyone moves nearby, or if the light level in the room changes suddenly . . . Electro Man senses it, processes the input through his electronic brain, and sounds his warning cry: WHOOP! WHOOP! WHOOP! With Electro Man on guard, nobody can sneak up on a child without being discovered! In the second position, his Radar Position — Electro Man "talks" in a chattery computer-like noise, while his light flickers in rhythm with the sound. But if Electro Man is turned so that his light hits an enemy badge, suddenly the flickering light changes to a steady beam that points out the adversary . . . and Electro Man gives out with his "alert" sound — telling the child that an enemy is near! In his third position, a child controls Electro Man's power . . . directing it at will to help Electro Man defeat his enemies with a stunning light beam. Electro Man comes with 2 enemy badge reflectors, and uses 3 "C" batteries (not included.) He's completely safe to use, even for a 5-year-old. Electro Man . . . not just a toy, but a hero . . . a personal guardian . . . the kind of powerful friend every youngster would love to have!

Pack: 5 pcs. Wgt: 12 lbs.



Fully poseable



**ZOGG™
The Terrible™**

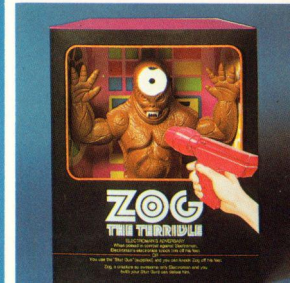
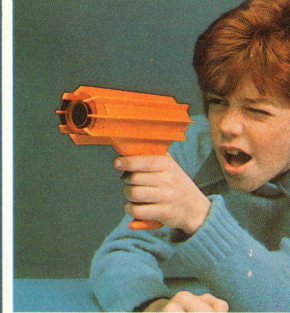


4372-9
Every super-hero needs an enemy to fight. And for Electro Man, we've created a dandy! Half man, half monster, this 17"-tall creature looks like something that never walked the earth...or if he did, it must have been millions of years ago! The creature is a menacing figure...with his huge arms outstretched threateningly, as though to crush Electro Man. But Electro Man doesn't even

have to get close to the creature to defeat him! With his great power, he can stun the great monster from a distance...if you'll help! Switch Electro Man to RADAR POSITION and help him locate the creature. When Electro Man's photo cell senses light reflecting back from the monster's huge "eye," he fires a beam of light. Stunned, the giant drops his arm and topples to the ground! You can help Electro Man defeat

the monster...or even do the whole job yourself, because you get a ray gun of your own that shoots a beam of light to send the giant sprawling! Even though you can fight the monster by yourself, it's so much more fun to do it together. Just think...you and Electro Man... what a team you'll make! (Ray gun requires 2 "C" batteries, not included. The creature requires 3 "D" batteries, not included.)

Pack: 6 pcs. Wgt.: 12 lbs.



**WHISTLING
MR. MACHINE®
8277-6**



Remember Mr. Machine? A whole generation of kids grew up with this whirring, clanking, good-natured mechanical friend. For years he was one of America's most popular toys. And for years, people have been asking us, "Why don't you bring him back?" Well, now we have! Mr. Machine has returned to delight a whole new generation of children . . . and he's much more fun than you remember him! Wind up his

spring motor with the key in his back (big enough for small hands to hold) and he goes ambling across the floor . . . legs swinging, and gears, levers, and springs working away in plain sight. All in all, Mr. Machine is a transparent delight that's sure to keep youngsters intrigued by the hour, because they can actually look inside and see what's happening! And we've added something extra-special to our new Mr. Machine. Now he whistles, too! As he rolls across the floor, a bellows mechanism whistles "This Old Man." It

makes Mr. Machine fun to hear . . . as well as a joy to see. We figure kids have been deprived of Mr. Machine long enough. Now he's back . . . and you can tell by the big smile on his face that he's pretty happy about it!

Pack: 6pcs. Wgt: 12 lbs.



**THE MIGHTY MO'S® JUST
KEEP ROLLING ALONG**

With the Mighty Mo's, power comes in all sizes—the original Mighty Mo, Midi Mighty Mo, Tiny Mighty Mo — and this

year, a new extra-small size, Micro Mighty Mo. All of them use a powerful flywheel 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 during hard play. Every Mighty Mo has careful detailing and realistic operating features. But the

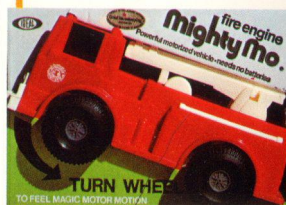
best thing about it is its simplicity. No batteries . . . no electricity . . . Mighty Mo's are the toys that conserve energy while they give plenty of durable, long lasting fun!



MIGHTY MO® VEHICLES
 This year there's a fifth Mighty Mo—a powerful tow truck—joining the jeep, dump truck, bulldozer, and fire engine. 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 five 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... the fire engine features a telescoping aerial ladder... and the new tow truck has a hand-cranked hoist to lift other vehicles for towing play. And all Mighty Mo's have the safety clutch that protects the gears during hard play.

- MIGHTY MO® TOW TRUCK**
4118-6
- 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

Pack: 6 pcs. Wgt: 22 lbs.



MIDI MIGHTY MO'S™



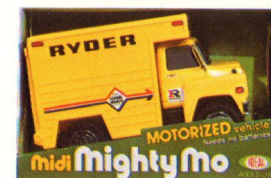
There are 6 Midi Mighty Mo's—two of them new for 1977! All of them are 7" long, and like all Mo's they require no batteries... no electricity... a single push sets the powerful flywheel motor going, and off goes a Midi Mighty Mo for a long, long ride. Each of the 6 vehicles is carefully detailed, and each one has a realistic moving part. There's a fire engine with movable aerial bucket... a tow truck with a hoist that goes up and down... a sand truck with real dumping action... and a Ryder rental

truck whose back door opens to reveal storage space inside. New this year is a California van with opening back door and top vent... and a cycle pickup truck with its own motorcycle you can load aboard! All Midi Mighty Mo's have the safety clutch that protects the gears during hard play.

- MIDI MIGHTY MO™ FIRE ENGINE**
4167-3
- MIDI MIGHTY MO™ TOW TRUCK**
4168-1
- MIDI MIGHTY MO™ SAND TRUCK**
4170-7
- MIDI MIGHTY MO™ RYDER VAN TRUCK**
4173-1
- MIDI MIGHTY MO™ CALIFORNIA VAN®**
4220-0
- MIDI MIGHTY MO™ CYCLE PICKUP TRUCK**
4221-8

MIDI MIGHTY MO™ 12-PIECE ASSORTMENT 4172-3

Contains: 2 ea. of the 6 styles.
 Pack: 1 doz. Wgt: 12 lbs.





- TINY MIGHTY MO®
POLICE VAN
4137-6**
- TINY MIGHTY MO® ARMY 2½-
TON RIG
4136-8**
- TINY MIGHTY MO®
EMERGENCY POLICE
RESCUE VEHICLE
4152-5**
- TINY MIGHTY MO®
CEMENT MIXER
4161-6**
- TINY MIGHTY MO®
FIRE TRUCK
4140-0**
- TINY MIGHTY MO®
DUMP TRUCK
4143-4**
- TINY MIGHTY MO®
TOW TRUCK
4141-8**
- TINY MIGHTY MO®
MOBILE HOSPITAL
4160-8**
- TINY MIGHTY MO®
NUCLEAR MATERIALS
CARRIER
4164-0**
- TINY MIGHTY MO®
HERTZ TRUCK
4131-9**
- TINY MIGHTY MO®
SAND TRUCK
4132-7**
- TINY MIGHTY MO®
SANITATION TRUCK
4133-5**
- TINY MIGHTY MO®
12-PIECE ASSORTMENT
4147-5**

Contains 1 each of the 12 styles.

Pack: 1 doz. Wgt: 5 lbs.

- TINY MIGHTY MO®
36-PIECE ASSORTMENT
4138-4**

Contains 3 each of the 12 styles, packed in a display tray with colorful 27" x 9" header.

Pack: 3 doz. Wgt: 13 lbs.

- TINY MIGHTY MO®
36-PIECE ASSORTMENT
4146-7**

Contains 3 each of 12 styles, without display.

Pack: 3 doz. Wgt: 13 lbs.



MICRO MIGHTY MO'S™

It's new... it's tinier than tiny... it's Micro Mighty Mo! But one push and you'll know it's a real Mighty Mo! Because just a push starts it rolling, and keeps it rolling for a long time. It's powered by a miniature version of the famous flywheel motor that's in every Mighty Mo vehicle. And like all the others, it features a safety clutch to protect the gears during hard play. Among the 12 Micro Mighty Mo's are replicas of Ideal's full-size Monster Squad Van and Big Bologna Van. With vans and off-the-road vehicles becoming so popular, you'll also find two jeeps and two vans in the Micro Mighty Mo line. Despite its miniscule size—about half the size of Tiny Mighty Mo—each one is finely detailed. Who would have believed that anyone could pack so much solid play value into such a tiny toy! Seeing is believing!

- MICRO MIGHTY MO™
MO POWER VAN
4260-6**

- MICRO MIGHTY MO™
HIGHWAY HAWK
4261-4**

- MICRO MIGHTY MO™
DUNE DIGGER®
4262-2**

- MICRO MIGHTY MO™
WOODY WAGON™
4263-0**

- MICRO MIGHTY MO™
MO MOBILE™
4264-8**

- MICRO MIGHTY MO™
MONSTER SQUAD VAN™
4267-1**

- MICRO MIGHTY MO™
BIG BOLOGNA VAN™
4268-9**

- MICRO MIGHTY MO™
BONE
SHAKER
400™**

- 4269-7**

Pack:
1 doz.
Wgt:
3 lbs.



- MICRO MIGHTY MO™
36-PIECE ASSORTMENT
4217-1**

Contains 3 dozen assorted MICRO MIGHTY MO vehicles, packed in a colorful corrugated display.

Pack: 3 doz. Wgt: 9 lbs.



TINY MIGHTY MO'S®

Tiny Mighty Mo proves that good things really do come in small packages! And for 1977, we're proving it with three new Tiny Mighty Mo vehicles... A Hertz truck, a sand truck, and a sanitation truck. Like the other nine Tiny Mighty Mo's, they're 3½" long... beautifully detailed... brightly colored and solidly built for long trouble-free play. They're great to

collect, too... you can fit all 12 Tiny Mighty Mo's in a drawer or on a shelf. And each one features the powerful flywheel motor that sets a Tiny Mighty Mo moving with just a push, and keeps it rolling for a long time... plus 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 uses no batteries! No electricity! And it delivers more fun than you'd believe possible from anything so small!



**TINY MIGHTY MO®
TRAILER TRUCK
ASSORTMENT
4205-1**

A child can easily imagine he's handling the big rigs when he takes one of the Tiny Mighty Mo trailer trucks out on the road. Small but sturdy, and realistically detailed, each one is a handful of performance... thanks to the same proven 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 PepsiCo trailer truck... a hook & ladder fire engine... a heavy construction flat-bed crane... and new for 1977, a dump trailer with a dump bin that really lifts up, and a rear gate that opens to discharge a load. Each Tiny Mighty Mo trailer truck offers double fun, because a child can disconnect the trailer and play with the front part alone. Once a youngster has a few Tiny Mighty Mo's, he'll want them all!

4 each of 3 styles
Pack: 1 doz. Wgt: 5 lbs.

**PepsiCo™ 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.

**DUMP TRAILER
4216-8**

Pack: 1 doz. Wgt: 5 lbs.

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PepsiCo, Inc.



**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 movable aerial bucket (both with safety clutch)... plus a ladder and burning wall for extra play value.

Pack: 6 pcs. Wgt: 6 lbs.





STUNT SQUAD™



Here come the Stunt Squad action daredevils! Give any of these twelve highly styled die-cast cars a push and it goes into action! Four of the Stunt Squad cars travel about 2 feet, then the wheels lock and they go into a skidding spin. You can actually program the skid so it'll stop on a dime! When the front bumper of four more of the cars ram into an obstacle, the bumper makes a built-in spring flip the car over! If one of the last four Stunt Squad cars hits an obstacle, its whole body explodes off the chassis! These cars are great to play with . . . great to collect, too!

SPIN-OUT CARS:

3230-0 Pirate Power **3232-6** Polecat
3231-8 Web Spinner **3233-4** Man Eater
FLIP-OVER CARS:
3234-2 Crashin' 228 **3236-7** Rainbow
3235-9 302 Super-charger **3237-5** Road Boss

EXPLODING CARS:

3238-3 Turbo Stinger **3240-9** Big Bad
3239-1 American Dream Machine **3241-7** Monza GTX

(1 ea. of 12 styles)

Pack: 1 doz. Wgt: 2 lbs.

Also available in Open Stock.

THE MONSTER SQUAD™ ASSORTMENT

4515-3

Frankenstein, Wolfman, and Dracula characters from the big children's network TV show.

4516-1 "Drac" 4518-7 "Frank"

4517-9 "Bruce"

4 each of 3 styles.

Also available in Open Stock.

Pack: 1 doz. Wgt: 4 lbs.

MONSTER SQUAD™ VAN

4520-3
 Replica of the vehicle used on the Monster Squad program. (Figures not included.)

Pack: 6 pcs. Wgt: 26 lbs.

KIDS FROM C.A.P.E.R.™ ASSORTMENT

4505-4

Madcap teen-age detective stars of NBC children's TV series.

4506-2 P.T. 4508-8 Bugs
 4507-0 Doc 4509-6 Doomsday

3 each of 4 styles.

Also available in Open Stock.

Pack: 1 doz. Wgt: 4 lbs.

KIDS FROM C.A.P.E.R.™ BIG BOLOGNA VAN™

4510-4

Mobile crime-fighting vehicle, carefully detailed inside and out. (Figures not included.)

Pack: 6 pcs. Wgt: 26 lbs.



DRIVERIFIC® TORTURE TEST®



Driverific is the track-action toy designed for the child who actually wants the thrill of driving his own car on a realistic test track! The steering wheel controls the direction your car will take. So grab the wheel, throw the shift lever, and you're off! Send your car crashing through the "brick" wall! Whip through the S-curves! Speed off the ramp in a daredevil jump! What makes your Driverific test car go? A power source as revolutionary as the Driverific concept itself—a rechargeable battery

in each car! When you drive into the Power Stop "gas station," a flick of the shift lever sends power rushing into the car. A few seconds and your car is fully charged . . . then another move of the shift lever and you drive it back onto the track! The Driverific control console sports a realistic looking dashboard with full-color simulated gauges. There are six accurately-scaled test cars to choose from. Each Driverific set contains one, with others sold separately. The Driverific Torture Test contains one high-performance car, control console, 39 pieces of track, and four action stations—dare-

devil jump, S-curves, "brick" wall, and tire blow-out test. Requires 3 "D" batteries (not included). (Some assembly required)

Pack: 4 pcs. Wgt: 20 lbs.

DRIVERIFIC® ACTION VEHICLES 12-PIECE ASSORTMENT

4575-7

FORD MUSTANG
 FIREBIRD
 DATSUN 280Z
 CALIFORNIA VAN
 CHEVROLET CORVETTE
 CHEVROLET MONZA

Contains 2 each of the 6 styles.

Pack: 1 doz. Wgt: 2 lbs.





**MECHANICAL SEA PLANE
4175-6**

9" float plane with powerful
(but harmless) spring motor.

Pack: 1 doz. Wgt: 18 lbs.

**MARINE AIR-SEA RESCUE
PLANE
4176-4**

Pack: 1 doz. Wgt: 17 lbs.

**SCRAMBLER CYCLE
HELMET
4226-7**

Pack: 6 pcs. Wgt: 13 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..



**TALKING
TEDDY BEAR™
TELEPHONE**



8280-0

I'm going to call someone on the telephone, just like Mommy and Daddy do! I can plug into all my friends on the back of the phone . . . but I think I'll call Mr. Teddy Bear. First I drop the coin into the slot. Hear the bell ring? That means the coin went all the way down! Now I'll dial Teddy's number . . . it's easy to remember because it's

"O." When I dial, Teddy pops up! Hello, Teddy . . . how are you today? When I squeeze the phone, Teddy's mouth moves and he talks to me. Of course it's teddy-bear talk, but I can understand him perfectly. When we're finished talking, I'll close the door so Teddy can go back inside the telephone. Goodbye, Teddy! And when I push this little thing at the bottom of the phone, out comes my coin so I can call Teddy again later! (Play coin included. For ages 2-5.)

Pack: 6 pcs. Wgt: 12 lbs.



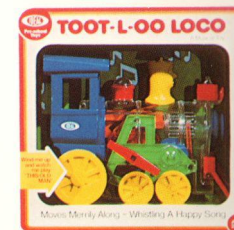
**TOOT-L-OO®
LOCO
4251-5**



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 rolling along whistling "London

Bridge," 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. Toot-L-oo Loco is going into its third successful year. What makes it such a great toy? That ought to be perfectly clear.

Pack: 6 pcs. Wgt: 22 lbs.





CAN YOU CATCH IT, CHARLIE BROWN™
8282-6



Pinball for pre-schoolers, featuring the delightful Peanuts characters every child loves! Each player uses the shooter to send a big, safe plastic ball into the field. It rings a bell along the way, just to let the fielders know it's coming. Waiting 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. It's like playing baseball with the Peanuts gang — an idea any pre-schooler will love! Some assembly required.

Pack: 6 pcs. Wgt: 19 lbs.

Peanuts Characters Corp. © 1952, 1958, 1960, 1965, United Feature Syndicate, Inc.

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: 1 doz. Wgt: 20 lbs.

BABY BOLTS®
3140-1

An assembly toy with parts big enough so even a 2-year-old can handle them. The toy has oversize 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.

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: 2 doz. Wgt: 24 lbs.

BAND WAGON®
8210-7



All children love to watch parades . . . but with the Band Wagon, any child can make 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 plastic horn to toot . . . a safe metal cymbal to crash (don't worry, it's not too loud) . . . and a big blow-molded bass 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. (Some assembly required.)

Pack: 1 pc. Wgt.: 8 lbs.

IDEAL'S PEPSI-COLA® WHEELABOUT®
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. (Some assembly required.)

Pack: 1 pc. Wgt: 8 lbs.

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MISTER ROGERS IS EVERY CHILD'S FRIEND

He's the host of the long-running program, *Mister Rogers' Neighborhood*. And to 8 million pre-school children he's a trusted friend and neighbor. His phenomenal rapport with these children and their parents has continued for 10 years—in 460 programs, shown locally every day in more than 200 major markets.

Mister Rogers' affection for children is genuine. Young children recognize that instinctively...and they give

him their trust in return. Parents, too, recognize the high quality standards of *Mister Rogers' Neighborhood*. But it didn't happen overnight. Fred Rogers' 20 years of television experience is augmented by continuing consultations with leaders in the fields of child development and child care. It's this background, combined with his talent for communicating with pre-schoolers, that makes the program so effective...and makes mothers so confident of his ability to handle the most sensitive aspects of their children's lives.

Over the years, these same parents have written to re-

quest toy versions of the program's major puppet characters and settings. But Fred Rogers first had to be convinced that a manufacturer could live up to his own high standards, as well as parents' expectations of quality. Finally, a line of toys has been developed that is consistent both with the program's appeal to the child, and the parents' expectations of quality. Ideal is proud to introduce the exclusive Mister Rogers toy line.

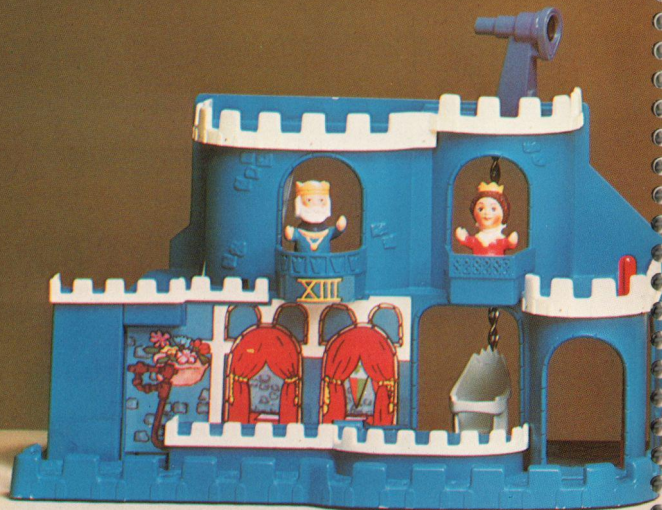


**MISTER ROGERS
NEIGHBORHOOD
OF MAKE-BELIEVE
PLAYSET**



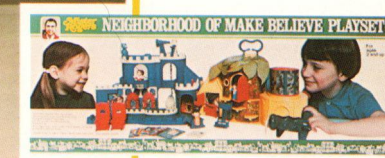
8300-6

There's a special part of every Mister Rogers television program that children eagerly await each day. It's the visit to the Neighborhood of Make-Believe... a world of imagination where fantasy characters cope with a variety of problems young children encounter themselves. Ideal makes the Neighborhood of Make-Believe come to life with a richly detailed, injection-molded playset that swings open to reveal miniature characters, furniture, and moving parts in two settings from the program. One is the castle of King Friday the Thirteenth, where His Majesty the King, together with the rest of the royal family — Queen Sara and Prince Tuesday — are on hand to greet you. The castle itself is a wonderland of nooks and crannies to explore, parapets to walk, and towers to climb.



It's fully furnished with chairs, table, and bed. There's even a swing-around throne that spins its way up and down. The other half of the playset features the famous Museum-Go-Round, complete with working elevator, as well as Henrietta Pussycat's house and the tree where "X" the Owl lives. This playset, with its five figures (all included), recreates the best known places in Mister Rogers' Neighborhood of Make-Believe. It's a neighborhood most young children know almost as well as their own! And now, with its fold-up sides and carrying handle, it's a go-anywhere, play-anywhere toy, too!

Pack: 4 pcs. Wgt: 16 lbs.





**MISTER ROGERS
MUSICAL
NEIGHBORHOOD
TROLLEY**



8302-2

Mr. Rogers never confuses the real world and the world of imagination... the Neighborhood of Make Believe. The trolley serves as a transition between one and the other. Here it is, as a colorful and sturdy musical push-toy, whose built-in music box plays Mr. Rogers' theme song.

Pack: 4 pcs. Wgt: 12 lbs.

**MISTER ROGERS
HAND DOLL
ASSORTMENT**



8301-4

From the Neighborhood of Make-Believe come three favorite characters. First there's King Friday XIII... blustery but likable. Then there's the boisterous Lady Elaine Fairchilde. Children like the way she has of upsetting the King's overbearing manner. Finally there's "X" the Owl... whom children love because he always seems to have fun learning new things! Thanks to Mister Rogers, children have gotten to know and love these unusual characters. Now Ideal has reproduced them as 12½"-high figures that give double play value. They can be used as stuffed dolls by younger children... or manipulated as hand puppets by the older child. They're the only play versions anywhere of the TV originals!

LADY ELAINE FAIRCHILDE

8304-8

KING FRIDAY XIII

8305-5

"X" THE OWL

8306-3

Pack: 6 pcs. Wgt: 6 lbs.

Also available in Open Stock.



**R-R-R-RAW
POWER®
3391-0**



The ultimate bike accessory is R-R-R-Raw Power! It makes any bike sound like a full-bore motorcycle at top speed! R-R-R-Raw Power slips easily onto any standard round steel bicycle handlebar. Just two 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! No batteries needed! What kid doesn't dream about riding a motorcycle! R-R-R-Raw Power makes a dream come true! American youngsters 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.

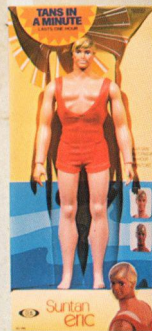
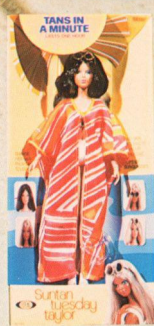


**TUESDAY
TAYLOR®
1250-0
TAYLOR JONES®
(BLACK)
1251-8**

Tuesday is today! And Tuesday Taylor is the doll of today! She's a sophisticated big-city girl who goes to exciting places... has a fantastic career... and lives the kind of glamorous life little girls dream about. And Tuesday helps them dream! To match her mood or the outfit she's wearing, Tuesday can change the color of her hair from blonde to brunette, and back again, just with a simple turn of the top of her head. She's 11½ inches tall... a gorgeous, completely poseable fashion doll, with long real eyelashes, a touch of blue eye shadow, and just the right natural shade of lipstick... dressed in a long blue evening gown that shows off her terrific figure and reflects the color of her big blue eyes. Tuesday Taylor is everything a little girl would like to grow up to be... not just on Tuesday, but every day! Stand included.

Pack: 1 doz. Wgt: 14 lbs.





**SUNTAN™
TUESDAY
TAYLOR®
1261-7**

Now Ideal brings a great new touch of realism to fashion dolls with Suntan Tuesday Taylor... the doll whose skin actually tans in the sun! Puther in the sun for just a minute... her skin turns to a deep, golden tan! And just like a real tan, it gradually fades when you keep her out of the sun for about an hour. Look at the skin under her bathing suit strap, which hasn't been exposed to the sun or light. The difference is amazing! What makes Suntan Tuesday tan? A photochromic



substance built right into the plastic she's made of, that works the same way as those sun glasses that darken when exposed to bright light. But never mind how it works... the important thing is that it works so well! And it's perfectly safe, too! The tanning material is part of the plastic... not just painted on the surface. Here's more fun... lift her arm and she pushes her sun glasses up on top of her head! Any little girl will think that's a wonderfully stylish thing to do! Suntan Tuesday is an 11½" completely poseable fashion doll whose hair changes from blonde to brunette and back again. She

comes dressed in a 2-piece bathing suit. But in case she gets too much sun, there's also a beautiful caftan cover-up. Trim, tan, and terrific... that's Suntan Tuesday Taylor! Stand included.

Pack: 1 doz. Wgt: 14 lbs.

**SUNTAN ERIC®
1265-8**



Suntan Eric's 12" tall and completely poseable, dressed in his tank bathing suit... and with the same magic tanning feature as his girl friend Suntan Tuesday.

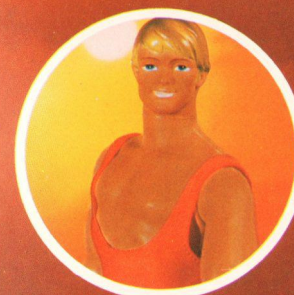
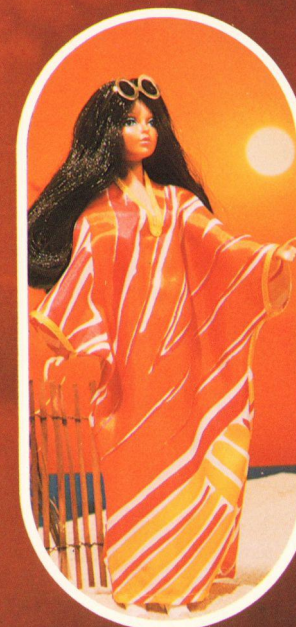
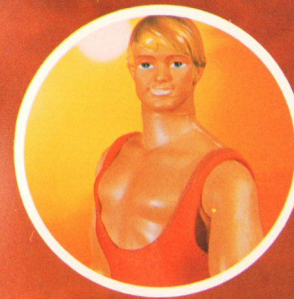
Pack: 6 pcs. Wgt: 14 lbs.

**SUNTAN™ DODI®
1259-1**



Suntan Tuesday's kid sister, Suntan Dodi, is 9" tall, with blonde rooted hair and painted features, a two-piece bathing suit, and the same magic tanning feature that makes Suntan Tuesday such a wonderful idea. She comes with 6 Suntan Doodles™... different-shaped patches you can apply to her body before tanning. When you remove the patch later, you'll see the design outlined on her skin!

Pack: 12 pcs. Wgt: 14 lbs.





TUESDAY TAYLOR® ASSORTED OUTFITS

For 1977 there are 30 brand-new and beautiful Tuesday Taylor outfits in three collections—Special Value, Suntan, and Star Shine. All outfits fit not only Tuesday Taylor and Suntan Tuesday Taylor, but any other 11½" fashion doll.



All three collections represent extraordinary value in doll outfits. The Special Value collection features casual clothing. The Suntan collection is great for showing off her tan. The Star Shine collection presents the ultimate in sophisticated style. It's the wardrobe of today for Tuesday Taylor...the doll of today!

SPECIAL VALUE COLLECTION®

7985-5
(3 each of 12 styles)
Pack: 3 doz. Wgt: 4 lbs.

SUNTAN COLLECTION™

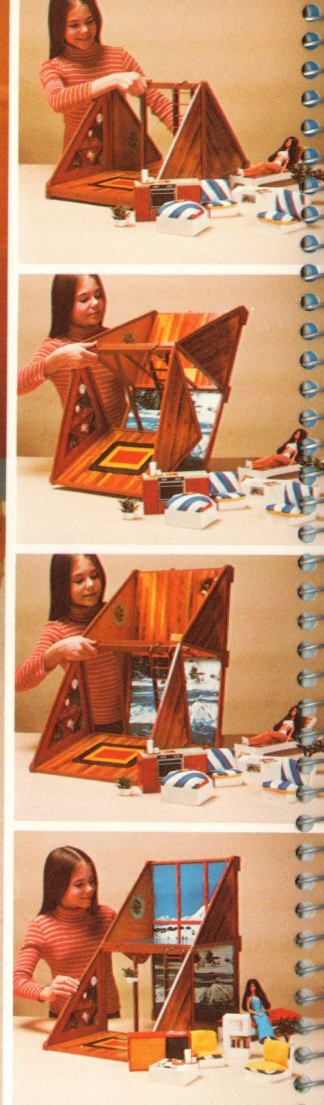
7971-5
(2 each of 12 styles)
Pack: 2 doz. Wgt: 3 lbs.

STAR COLLECTION™

7958-2
(2 each of 6 styles)
Pack: 1 doz. Wgt: 2 lbs.

Color bar indicates collection.





FLIP, IT'S SUMMER!
FLIP, IT'S WINTER!
 Tuesday Taylor's vacation house, and everything in it, change seasons in a flash.

**TUESDAY TAYLOR®
 SUMMER/WINTER
 VACATION HOUSE**

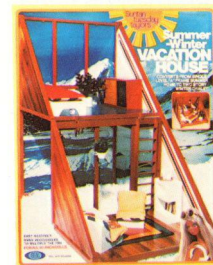


You'd expect that any girl who had a place to live as sensational as Tuesday's penthouse apartment, would also have an out-of-sight place to spend her summer and winter vacations, too! And she does... a summer/winter dream vacation house that gives Suntan Tuesday the perfect spot to get a rich tan, any time of year! In summer, Tuesday's house is a modern A-frame beach house, highlighted by plenty of photographic realism, just like her

apartment. Inside there are two chairs and an ottoman, all with loose cushions covered with cool summery fabrics... plus a stove/sink combination for casual dining. Outside on the sun deck is a comfortable chaise Tuesday can relax on when she wants to get a tan... and a barbecue to help her entertain... while potted plants add decorative touches all around the house. That's for summer... in winter, it's a whole different scene! Faster than you can talk about it, half the house flips up... and in an instant Tuesday's beach house is transformed into a two-story ski chalet, with a view of snowy

mountains out of both the upstairs and downstairs picture windows! A built-in ladder lets Tuesday go up to her sleeping loft... where the chaise has been turned over to become a bed! Other furniture in the house converts, too. The stove/sink turns into a dresser... the barbecue becomes a bookcase... even the chair cushions reverse, now showing bright colors to warm up a cold winter day. Tuesday's Summer/Winter Vacation House is sleek and sophisticated... as exciting as the life

Tuesday Taylor leads all year round! It's the perfect size for any 11½" fashion doll. (Doll not included. Assembly required.)
 Pack: 4 pcs. Wgt: 24 lbs.





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



The world of Tuesday's apartment is a luxurious place with a style as today as Tuesday herself... and a look as realistic as only fine photography can make it! Through the picture window we see a panoramic daytime view of the city... but when evening comes you can turn the picture

around to show the city by night! Outside, a spiral staircase winds up to a sunny terrace where Tuesday likes to paint pictures or get a tan on a summer afternoon. When it gets too hot, the sunshade gives her a cool place to sit. As dusk settles, Tuesday goes back downstairs to freshen up in her dressing room, complete with make-up mirror and vanity. For a date with her boyfriend Eric, she prepares snacks, adjusts the "stereo,"

and builds a fire in the fireplace. Seeing this smashing apartment, every little girl will want to be Tuesday Taylor! (Assembly required. Doll not included.)

Pack: 4 pcs. Wgt: 39 lbs.



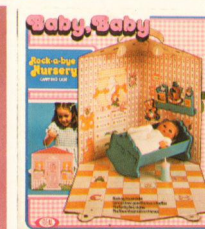
**ARCHIE BUNKER'S
GRANDSON
Joey Stivic™
1380-5**



Little Joey Stivic of "All In The Family" is the most talked-about baby on television! A cute 14" drink-and-wet baby boy doll... anatomically correct... with rooted blonde hair and a winning smile. He's dressed in a disposable diaper and baby-blue blanket, and comes with his own bottle. There are many baby girl dolls... but Archie Bunker's Grandson, gives little girls the chance to play mommy to a baby boy for a change.

Pack: 1 doz. Wgt: 18 lbs.

ARCHIE BUNKER'S GRANDSON, Joey Stivic™ - © 1976 Tandem Productions, Inc. All Rights Reserved



**BABY BABY™
1340-9
BLACK BABY BABY™
1343-3**



Baby Baby is a handful of love. Just 7" long from the top of her blonde rooted hair to the tips of her tiny pink toes, she makes a little girl want to hold her tenderly and protect her. And Baby Baby returns her mommy's love. When she's given her bottle, her cheeks move in and out, just as though she were drinking. Turn the bottle... her eyes close. Turn it back... they open again.

Pack: 1 doz. Wgt: 10 lbs.



**BABY BABY™
ROCK-A-BYE®
NURSERY
1354-0**



Baby Baby's vinyl carrying case is an animated nursery. With a push of the handle the cradle rocks. Up and down goes the jack-in-the-box, while the teddy bear skates so merrily. Back and forth rides the hobbyhorse. The steamboat seems to sail in the sea, in the Baby Baby Rock-A-Bye Nursery. Case snaps shut for storage. (Doll not included.)

Pack: 6 pcs. Wgt: 21 lbs.

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



Baby Baby's six outfits are just lovable as she is. There's one just right for any time of day. 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.



**MAGIC HAIR™
CRISSY®
1280-7
BLACK MAGIC
HAIR™ CRISSY®
1281-5**



When they say a doll has stylable hair, it usually means that the look of the doll's hair can be changed slightly . . . and that's all. When we say that Magic Hair Crissy's hair is stylable, we're not kidding! You can change Crissy's hair style the same way a real girl would change her own . . . with

add-on pieces! Magic Hair Crissy comes with 5 Fun Magic Hair Pieces. There's a long beautiful fall . . . a way-out-looking Afro . . . matching side curls that look so sweet . . . a fantasy style of ribbons, braids, and flowers . . . and a funky dangle with crazy curly braids. All of them attach to Crissy's head so easily that even a very young girl can do it. They come off just as easily, too . . . because they're fitted with velcro fasteners. And what about the doll that goes under all that hair? Magic Hair Crissy is a 19-inch fully posea-

ble doll that comes dressed in an outfit that looks great with any hair style! Crissy's the kind of doll any little girl would love . . . but add the unique hair styling features, and she becomes simply irresistible!

Pack: 6 pcs. Wgt: 10 lbs.



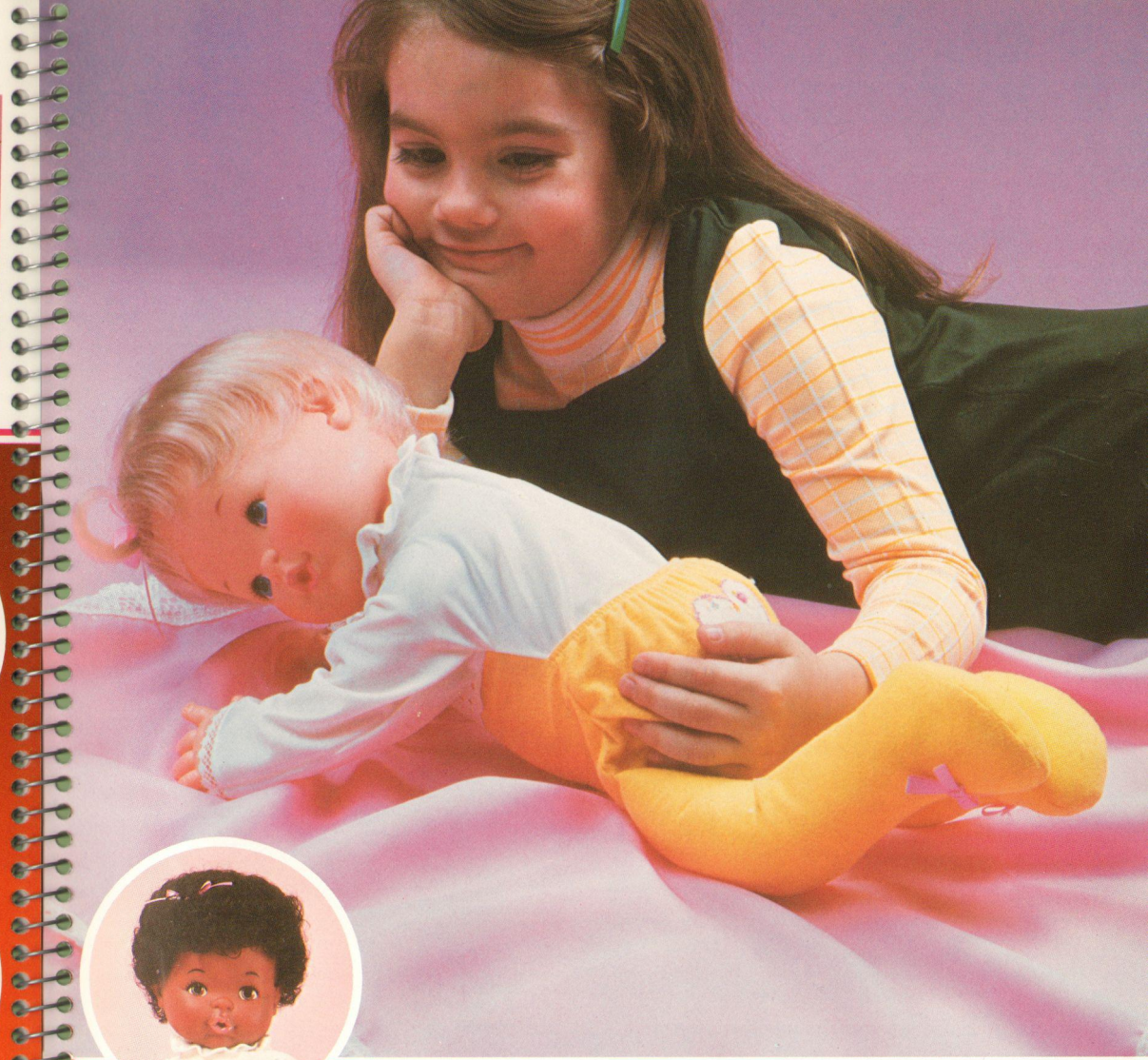
**WAKE-UP
THUMBELINA®
1360-7
BLACK WAKE-UP
THUMBELINA®
1361-5**

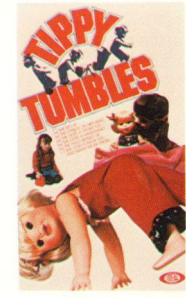
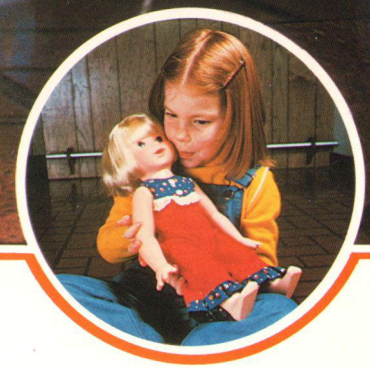
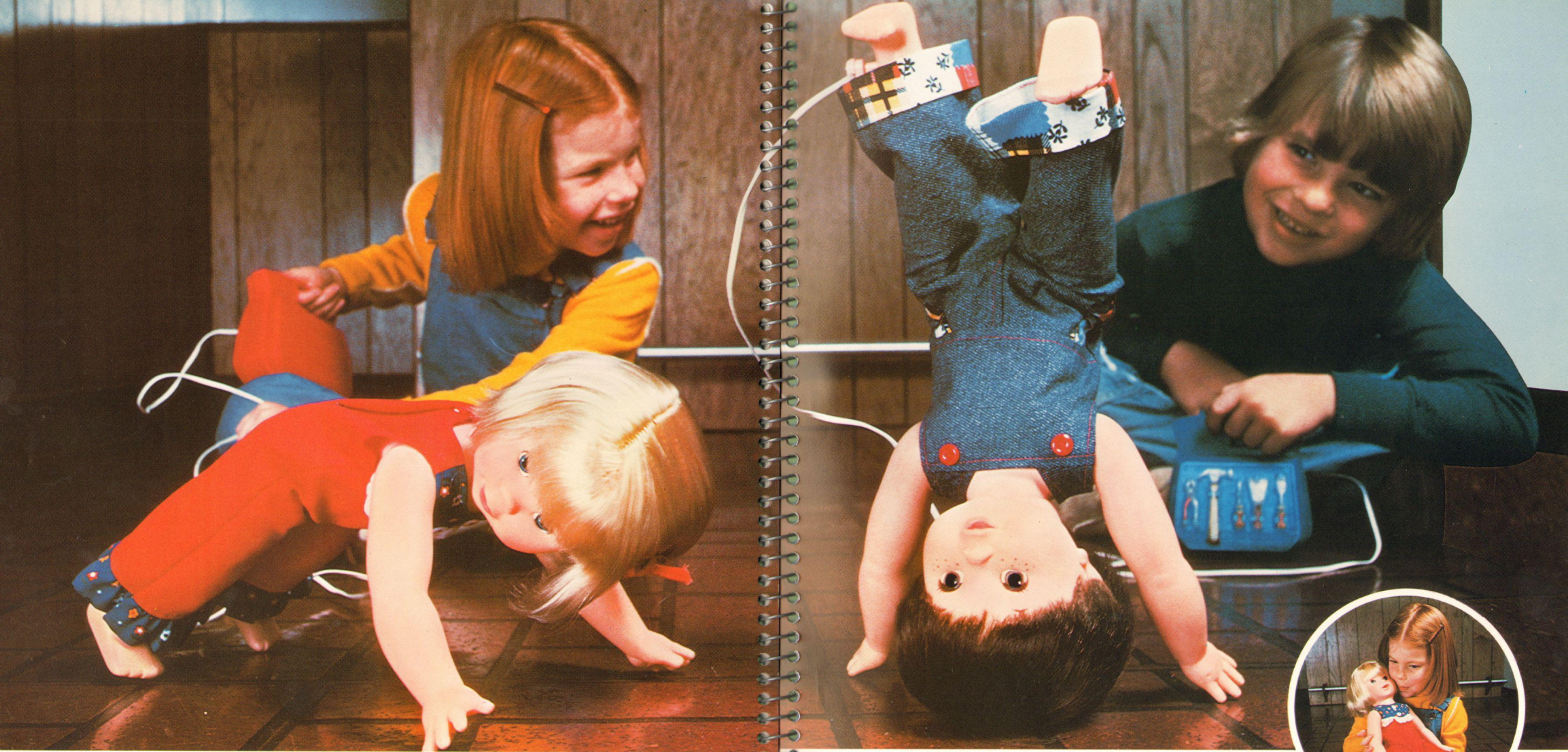


It's morning, and time for Thumbelina to get up. "Wake up, Thumbelina, wake up!" whispers her mommy, as she gently pats Wake-Up Thumbelina's back. Slowly she raises her head. Can it be morning already? She turns her head from side to side, as though asking, "Where are you, Mommy?" Playfully, she

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.





TIPPY TUMBLES™
1194-0
BLACK
TIPPY TUMBLES™
1195-7
TIMMY TUMBLES™
1196-5
BLACK
TIMMY TUMBLES™
1197-3



The excitement that gymnastics stirred up in last year's Olympic Games can be carried through to a child's world with our Tippy and Timmy Tumbles dolls. They're lovable-looking, just sitting there . . . but when you push the button on Tippy's little purse, or on Timmy's tool box, get ready for a surprise! Tippy and Timmy put their arms down, and lift their bodies up . . . up . . . up until they're standing on their heads! You can stop them there if you like,

or keep them going until they flop over in a complete somersault! It's fun to watch the look of disbelief on people's faces when they see Tippy and Timmy do their thing. It won't take a child long to figure out new ways of enjoying this exceptional tumbling talent. Because the dolls are so active — and because there's a boy and girl version — we think both boys and girls will be

attracted to this new kind of acrobatic play figure. It's a unique idea that could be popular at any time . . . but especially so today! Mischievous Tippy Tumbles and Timmy Tumbles are 16½-inch poseable toddler dolls dressed in removable overalls . . . complete with rooted hair that can be combed. (Tippy's purse and Timmy's tool box are removable.) Each doll requires 3 D-cell batteries — not included.

Pack: 6 pcs. Wgt: 9 lbs.



SNOOPY, THE WORLD'S BEST-LOVED DOG

Here he is in soft and cuddly stuffed dolls: 8", 14", and 27" The 8" 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.

- 1426-6 (8")**
Pack: 2 doz. Wgt.: 8 lbs.
- 1410-0 (14")**
Pack: 6 pcs. Wgt.: 9 lbs.
- 1420-9 (27")**
Pack: 3 pcs. Wgt.: 7 lbs.

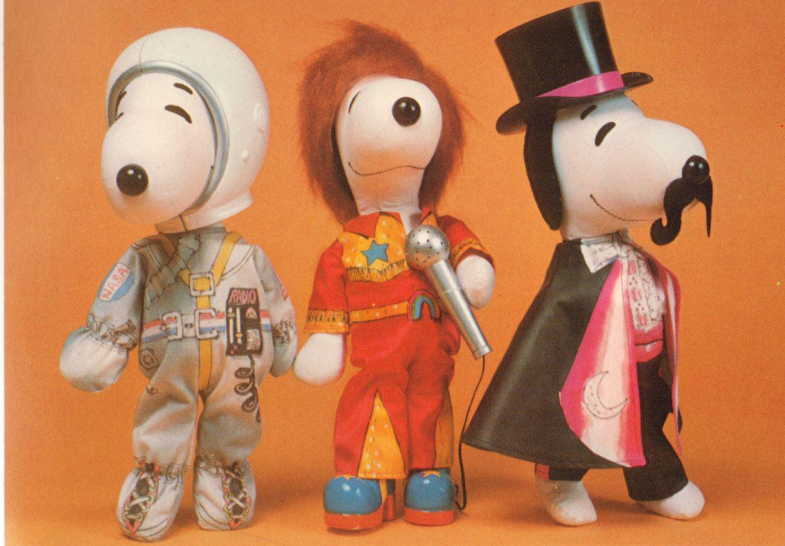
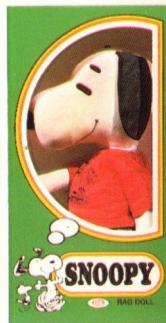
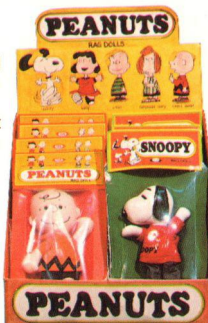
14" PEANUTS ASSORTMENT CHARACTERS

1419-1
Good old Charlie Brown . . . Lucy . . . Linus . . . Peppermint Patty . . . in soft, long-lasting stuffed dolls that are so lovable, both boys and girls will want to collect a whole set! Contains 2 Charlie Brown, 2 Lucy, 1 Linus, 1 Peppermint Patty.

Pack: 6 pcs. Wgt: 9 lbs.

SNOOPY AND PEANUTS COUNTER DISPLAY

1428-2
An assortment of 8" and 7" Peanuts stuffed dolls packed in an eye-catching display that takes very little counter space. Contains 12 Snoopy and 12 assorted Peanuts characters.
Pack: 24 pcs. Wgt. 16 lbs.



NEW DRESSED SNOOPY DOLL ASSORTMENT 1441-5

As every child knows, Snoopy is a dog with a vivid imagination, who sees himself playing a variety of heroic roles. We've created some new ones for our 14" stuffed Snoopy doll...and dreamed up lovable costumes that really make him look the part! We'll bet there isn't a child who can look at any of them without smiling! Contains: 2 each Astronaut Greaser Reporter...all with appropriate plastic accessories.

Pack: 6 pcs. Wgt: 12 lbs.

SNOOPY AS SUPERSTAR 1446-4

Pack: 6 pcs. Wgt: 12 lbs.

SNOOPY AS MAGICIAN 1448-0

Pack: 6 pcs. Wgt: 12 lbs.

8" SNOOPY COUNTER DISPLAY 1427-4

A dozen 8" Snoopy dolls in an attractive display.

Pack: 1 doz. Wgt.: 8 lbs.



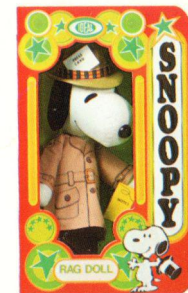
DENNIS THE MENACE, THE TERROR OF THE NEIGHBORHOOD

There's a little bit of impish, mischievous Dennis in every boy and girl. Maybe that's why they love him so much! Here he is in a soft stuffed doll in two sizes.

- 1430-8 (7")**
Pack: 1 doz. Wgt: 8 lbs.
- 1431-6 (14")**
Pack: 6 pcs. Wgt: 9 lbs.



Dennis the Menace—Copr. © 1976 Hank Ketcham
Linus—Copr. © 1952 United Feature Syndicate, Inc.
Peppermint Patty—Copr. © 1976 United Feature Syndicate, Inc.
Snoopy—Copr. © 1958 United Feature Syndicate, Inc.
Lucy—Copr. © United Feature Syndicate, Inc.
Charlie Brown—Copr. © 1950 United Feature Syndicate, Inc.





**RUB-A-DUB®
DOLLY'S
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.)

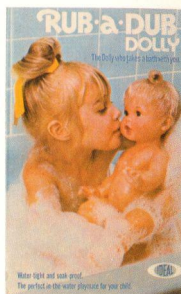
Pack: 6 pcs. Wgt: 10 lbs.

**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 water-tight. This 17" bundle of joy has moveable arms and legs and rooted hair. She comes complete with diaper 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.

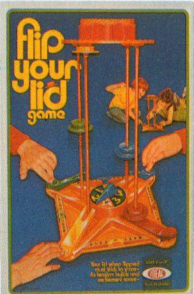
Pack: 6 pcs. Wgt: 18 lbs.



**FLIP YOUR LID®
GAME**
2021-4

The Flip Your Lid game is fun just to look at . . . and much more fun to play! High above the board, supported by four poles, sits an almost life-size "straw" hat. Below are four mini-hats, each resting on its own brightly colored flipper. Flip your mini-hat up the pole at just the right speed, and **CLICK!** a magnet on the bottom of the big hat catches it and holds it fast. But it's trickier than it looks! Flip it too slowly and it falls short. Flip it too fast, and it just bounces off the big hat and back down the pole. A flick of the spinner gives you 1, 2, 3, or 4 chances to flip your lid and score a point. Or you can challenge another player to take your turn; if he misses he loses a point. When the spinner points to the star, that's the signal for a giant free-for-all in which all players flip their lids at the same time . . . and the first to make it stick wins the point! Pile up 10 points and the game's over. Although you need a delicate touch to win, it's so simple to play that even a 6-year old can enjoy it. In fact, Flip Your Lid is one game the whole family will just flip over! (Some assembly required.)

Pack: 6 pcs. Wgt. 9 lbs.



**UP! AGAINST TIME™
GAME**
2023-0

Here's a family game for ages 7 and up that looks like simplicity itself. Just pile up as many barrels as you can before the steel ball rolls down 14 inclines and reaches the bottom. Simple? Well, maybe . . . but there are a few little wrinkles to consider. First of all, you can't just pile up the barrels any old way. Each barrel has a male and female end with different shapes . . . circles, bars, triangles. You have to match shapes to fit two barrels together.



What's more, you can't tell the shape on the bottom of a barrel just by looking at the top! You've got to search carefully to find the next barrel for the stack. And of course, you also have to keep an eye on the moving ball. It's almost hypnotic the way it rolls down one incline . . . then another . . . then another. The closer the ball gets to the bottom, the harder you have to fight against panic. Because you know that if the ball reaches the bottom while you're still building your stack . . . **CRASH!** your whole stack will come tumbling down! The idea is to stack as many barrels as you

can . . . then drop the gate at the very last instant to keep the ball from demolishing the stack. Score the game any way you like. The winner could be the player who stacks the most barrels in one turn . . . or the one who stacks the most total barrels in several turns . . . or the first to reach a certain total score. However you play it, there's plenty of suspense in store . . . so much that by the time you finish this game you may find yourself sweating just as though you'd been stacking real barrels! (Some assembly required)

Pack: 6 pcs. Wgt. 15 lbs.





**JAWS®
GAME
2008-1**

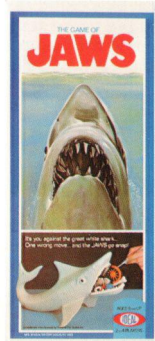
It's you against the Great White Shark, in this game of skill that captures all the suspense and terrifying swiftness of the movie, "Jaws." The idea is to carefully remove pieces of junk — like a camera, an anchor, or an old tire — from the shark's gaping jaws, using a gaff hook. Remove four pieces of junk and you win! But look out. . . as junk is removed, the shark's jaws start to quiver. If you make a wrong move now. . . CLACK! the terrible jaws snap shut.



Then you have to put back any junk you've removed, and start over. People are still talking about the movie, "Jaws." Over 80 million people have already seen it. . . and everyone's waiting for the sequel, "Jaws II," now in production. It's beginning to look as though the Jaws craze just might go on forever. So you could say the possibilities for this game of Jaws are. . . well, wide open! Age group: 6 and up. (Some assembly required.)

Pack: 6 pcs. Wgt: 11 lbs.

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**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: 1 doz. Wgt: 22 lbs.



**BUGS BUNNY™
GAME
2135-2**

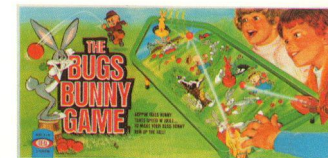


Ehhhh. . . what's up, doc? It's Elmer Fudd's temper, when he finds Bugs Bunny raiding his tomato patch! Elmer starts heaving tomatoes at poor Bugs, who heads for the safety of his hole. You can help him get there with plastic "toma-

toes" you shoot at your Bugs figure. First player who knocks his figure up the board and into the hole wins. Any balls that go into the hole are caught in a basket so they won't get lost. Age group 5 to 9. (Some assembly required.)

Pack: 6 pcs. Wgt: 15 lbs.

© 1975 Warner Bros. Inc.





MOUSE TRAP® GAME 2601-3



Now its 15th year . . . this game just won't quit! Toss a die and build a trap . . . the wackiest piece of mechanical nonsense ever! Then when your mouse lands on the right square, the turn of a handle starts an amazing chain reaction of moving parts, rolling ball, shuttling levers and tilting "boards" until ZAP! your opponent is Mousetrapped. Age group: 7 and up. (Some assembly required.)

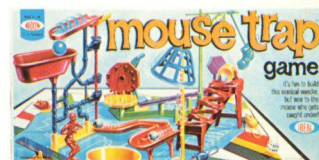
Pack: 6 pcs. Wgt. 13 lbs.

JUNK YARD® GAME 2133-7



A target game with pinball action. Work the flippers to knock off as many pieces of junk and score as many points as you can. You lose a ball by "breaking" one of two windows, or letting the ball roll down past the flippers. Lose two balls and your turn's over. It takes concentration and timing to keep the ball under control as it ricochets around the target area. Bet you've never had so much fun in a junk yard! Age group: 7 and up. (Some assembly required.)

Pack: 6 pcs. Wgt: 22 lbs.



DEDUCTION™ GAME 2024-8



Once in a while, someone comes up with a new game that's so utterly right, everyone asks, "Why didn't anyone think of that before?" Deduction is just such a game . . . and Ideal has it! In one compact, colorful package, Deduction combines all the brain-twisting challenge of a logic game with the fierce one-on-one competition of Battleship . . . the paper-and-pencil game kids have been enjoying for decades. To begin, both players arrange 36 pegs (9 each of 4 different colors) on a square board. To guard against snooping, the two boards are separated by a spy-proof barrier. One player starts play by calling out a coordinate . . . for example, B-5. The other player hands over that peg, which goes onto a deduction board each player uses to try to re-construct the other's pattern. The idea is to figure out what color is where. There are clues: all the pegs of one color have to be arranged in a continuous pattern . . . so when you get a few, you can start guessing where the next one is. Guess right, you get the peg, and your turn continues. First player to figure out the opponent's complete arrangement of pegs wins the game. What makes Deduction different from other games of logic? It's competition! Direct . . . exciting . . . both players trying to dope out each other's position at the same time! It doesn't take much deduction to figure out the Deduction is an idea whose time has come! Age group: 8 and up.

Pack: 1 doz. Wgt: 16 lbs.





**TRIPLE UP™
GAME
2031-3**

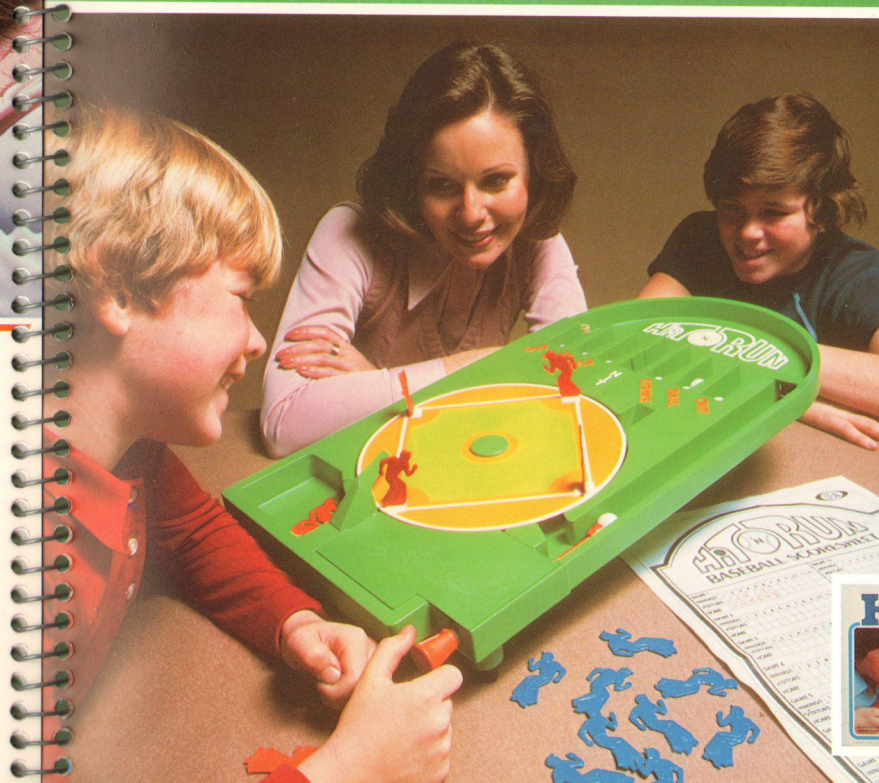
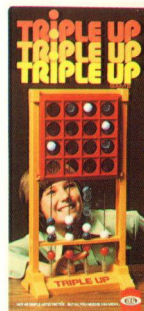


How can a game be easy as pie and tough as nails, all at the same time? That's no trick at all when you're talking about Triple Up . . . the family game that calls for all the strategy of tic-tac-toe, plus real concentration, shooting accuracy, and a very delicate touch! It's a combination that makes Triple Up very easy to play . . . but very difficult to play well! The idea is for each of two players to get three of his color balls in a vertical, horizontal, or diagonal row. You move balls with a

spring-loaded shooter ball, thinking 2 or 3 moves ahead. When you fire, the top ball in the stack atop the shooter whizzes upward. If you shoot gently, it may get caught at the first hole. Pull harder, and the ball could go all the way to the top. You can go for a winning position yourself, or try to knock an opponent's ball out of place. But here's what makes Triple Up so unusual: you don't have to shoot your color ball at all! You can shoot a ball of the other color instead . . . maybe trying to hit one of your own balls and knock it into a better spot. You have to plan your own strategy several moves

ahead, while trying to anticipate your opponent's play. There are over a million different combinations of moves! No wonder Triple Up stays so fascinating for so long! A 6-year-old can learn to play Triple Up in less than a minute . . . but a college professor could spend a lifetime at it, and still not discover all the ways to play! Age group 6 and up. (Some assembly required.)

Pack: 6 pcs. Wgt: 20 lbs.



**BREAKING POINT®
GAME
2001-6**



Hanging from a framework high above the table is a nest of 12 white balls. With a stick, you must pick up a small blue ball and lay it gently atop the nest. Get 7 balls up there and you've won. But it's easier said than done! As the weight of the blue balls increases, the nest begins to tremble . . . then shift slightly. Make a wrong move now and the nest will part, sending an avalanche of blue balls crashing down on the table. And if you knocked them down, they're yours! This is the game that's so easy to lose, just when you think you have it won! Why, it's enough to drive anyone to the breaking point! Age group: 7 and up. (Some assembly required.)

Pack 1 doz. Wgt: 20 lbs.

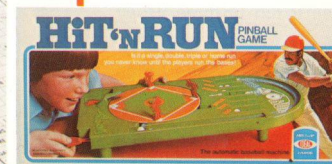


**HIT'N RUN®
PINBALL GAME
2002-4**



Real baseball suspense! Put a man at home plate and shoot a ball to the outfield. If it's a hit, the whole infield turns and the batter starts rounding the bases . . . and there's no telling where he'll stop. It could be a single, double, triple, or homer. It's all random, and all automatic! The turning infield is powered by the spring-loaded shooter. No winding . . . no batteries. Hit-N Run Pinball . . . for realistic baseball excitement there's never been anything like it! Age group: 7 and up. (Some assembly required.)

Pack: 4 pcs. Wgt: 24 lbs.





**TOSS ACROSS®
GAME**
2140-2



Indoors or outdoors, you've gotta be able to throw 'em where you want 'em in this giant beanbag tic-tac-toe game! Toss beanbags at squares mounted in a frame, and try to turn them so an X or an O shows. The first player or team to turn up three of their

symbols in a row wins. But 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 back . . . young children can stand up close. Whoever you are, there's fun in store for the entire family when you Toss Across.



Age group: 6 and up.
(Some assembly required.)
Pack: 6 pcs. Wgt: 35 lbs.



**LAST CHANCE™
GAME**
2005-7



Each of two players shoots steel balls at a target 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 you need a keen eye and steady hand to score high. But that's not all! You see, each player has only three balls to shoot at four targets. You can shoot as often as you like . . . but if you run out of ammo before your opponent does, you're in trouble! You have to pick your spot . . . and not waste a shot! Age group: 7 and up. (Some assembly required.)

Pack: 6 pcs. Wgt: 23 lbs.

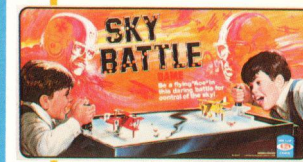


**SKY BATTLE®
GAME**
2136-0



Take to the skies to test your skill in this rapid-fire game of aerial combat. Slide your plane from side to side . . . or twist the handle to turn it for a better shot, firing steel pellets to knock out both enemy plane's wing targets. 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. Sky Battle is a fight to the finish that only one pilot will fly away from! Age group: 7 and up. (Some assembly required.)

Pack 4 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 revealing 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-ROOOOM! 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 outguess him... figure out what he'll do next... then use only as much "explosive" power as you need to win each battle. Age group: 7 and up. (Some assembly required.)

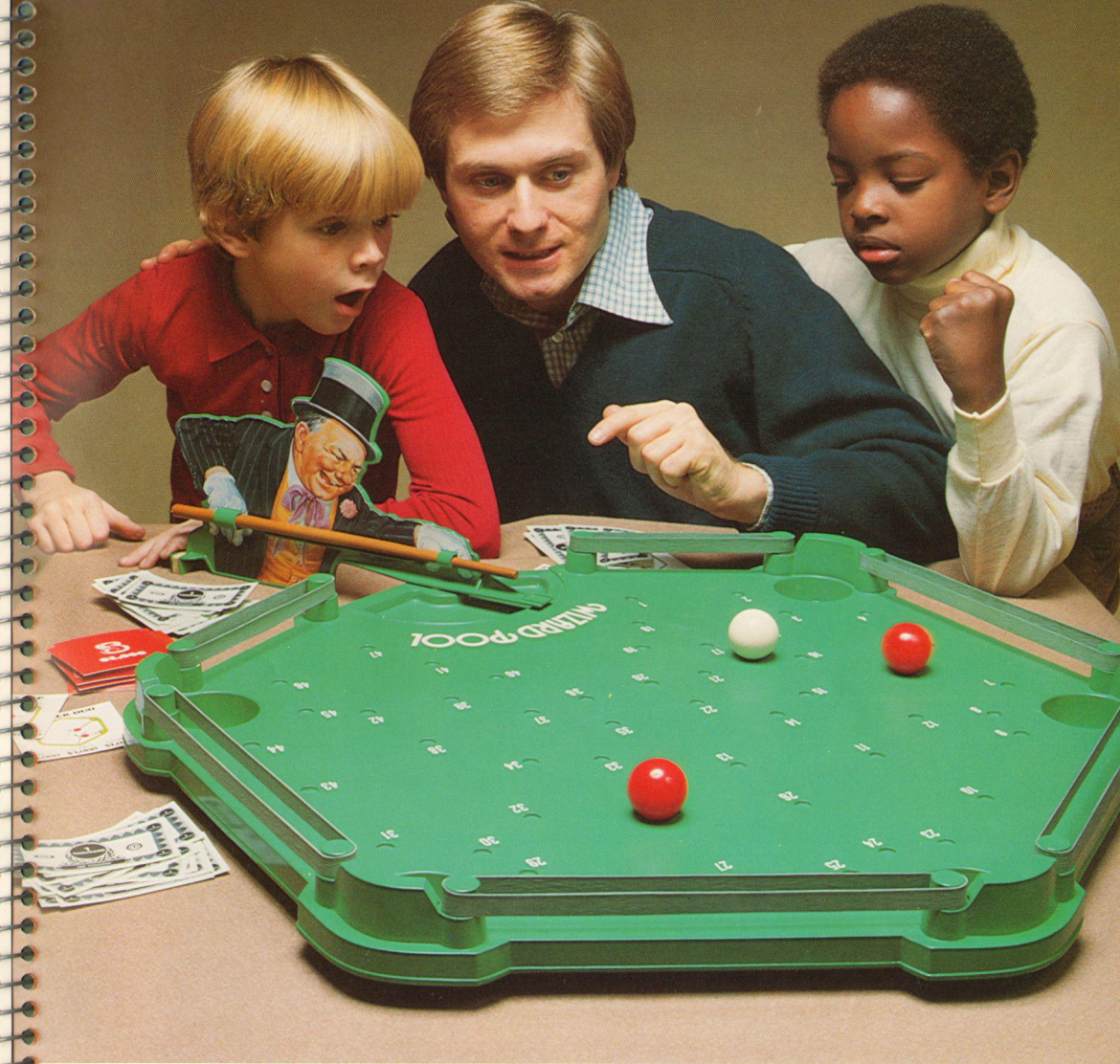
Pack: 4 pcs. Wgt: 15 lbs.

BEAT THE 8 BALL® GAME 2106-3



Split-seconds count in this suspenseful family 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 sends his ball rolling down the chute. Beat the 8-ball to the bottom and score points. But if the 8-ball beats you, you lose points. Only the player holding the 8-ball knows when he's going to drop it... and how he's going to spin it. He can try to fake his opponents into starting their balls too early... or force them into minus scores. That's where the strategy and suspense come in. Beat the 8-ball... a little nerve-racking but fun! Age group: 7 and up. (Some assembly required.)

Pack 6 pcs. Wgt: 11 lbs.



BIG SHOT GAME 2025-5



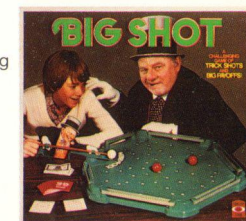
Ah yes, reminds me of the time I was in Philadelphia... met a gentlemen there in a billiards emporium who looked like he needed a little education... so I decided to favor him with a few lessons... offered to teach him Big Shot... yes indeed... just a friendly game, you understand... a few dollars wagered here and there, just to make the trick shots more exciting... picked a card labelled "Saratoga Split"... simple little trick shot, really, the card told me where to place

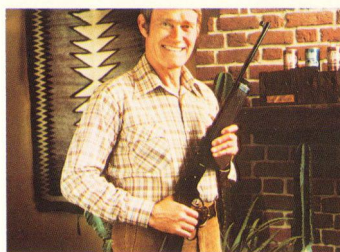
the balls... made it on my first try, and took the sucker... ahem, I mean my student... for a cool 6 grand... it was really easy with the spring-loaded shooter... no cuestick to handle... and with all those little numbered holes around the table, the balls stay where you put 'em... yes indeed... turned up the next card... "Boston Bounce"... a little tougher, had to bounce the cue ball off the bumper... took me two shots to make it this time... would have won \$3,000 but had to settle for a mere \$2,000... oh well, we all have to make sacrifices... then I decided to be merciful... instead of doing

the next trick shot, turned over the card and made the straight shot shown there... no trouble at all... in fact, made a run of five in a row and raked in another five thousand... miss anywhere during the run, however, and you forfeit all your winnings... all in all, a most salubrious evening, yes indeed... however, must be on my way... seems my game playing companion and some of his friends would like to have a few words with me... but I find Big

Shot such a rewarding game of skill that I think I'll take it with me to my next port of call... yes indeed, yes indeed... Age group: 7 and up. (Some assembly required.)

Pack: 4 pcs. Wgt. 22 lbs.





Chuck Connors, is the TV spokesman for Ideal's Tin Can Alley game.

**TIN CAN ALLEY®
GAME
2009-9**



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 "knot hole" in the

fence, and strikes a photo-cell that activates a safe mechanism to send the can clattering to the floor. You can shoot from up to 25 feet away. At that range it's not easy to score a hit . . . but very satisfying when you do! 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.) Age group: 8 and up. (Some assembly required.)

Pack: 3 pcs. Wgt: 19 lbs.





KING KONG™ GAME 2706-0



Run for your lives! The terrifying King Kong, fiercest and mightiest of the great apes, is on the loose and terrorizing New York City! He's already destroyed buildings and killed dozens of people. Where will he turn up next? There he is... incredibly, climbing straight up the World Trade Center with a beautiful girl cradled in his huge hand. Can you stop him and save the girl? Ideal's new King Kong board game gives you a fighting chance! A spinner determines how fast Kong climbs the soaring face of the skyscraper... and makes him turn his great body from side to side. You're in hot pursuit, using the elevators to chase him higher and higher... even helicopter cards to leap anywhere on the building! Other cards order you to attack a certain part of King Kong's body. If your attack succeeds, you keep the card. Collect five attack cards and you've beaten the giant. But you never know how the mighty Kong will move... if he turns and knocks you off the building you lose the card and must start again from the bottom. To add to the suspense, there's one card in the deck that gives you a chance to save the girl. Do it and you're an instant winner! There's no need to tell you that King Kong is the biggest movie blockbuster of all time! It cost \$22 million to make, and will be seen by hundreds of millions of people before it's through! The King Kong board game is exciting enough on its own... but with the power and publicity of the movie behind it, it's bound to be a big winner! King Kong... king of the jungle... and now king of the board games, too. Age group: 7 and up.

Pack: 6 pcs. Wgt: 10 lbs.

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ELECTRA WOMAN & DYNAGIRL™ GAME 2709-4

Most TV adventure programs feature men as heroes... and that's fine for boys. Now girls can get in on the fun, too, with Electra Woman & Dyna Girl, the new TV action series that puts super-powers in the hands of women for a change! Little girls love that... just the way they're going to love playing Ideal's new board game. Each player pretends she's a member of this crime-fighting team... moving around the board, using computerized powers, performing the kind of super feats they see on TV. Batman and Robin, move over... here come Electra Woman & Dyna Girl! Age group: 7 to 13.

Pack: 6 pcs. Wgt: 10 lbs.

© 1976 Sid and Marty Krofft Productions, Inc.



WONDERBUG™ GAME 2710-2

Everyone knows the story about the ugly old frog who's magically transformed into a handsome young prince. But have you ever heard that story told about a car? You have if you've seen Wonderbug, the successful new children's network TV series. Its star is the homely old "Schlep" jalopy that, with the help of a magic horn, is transformed into the wonderbug—a car that is super-fast... a hot dune buggy... and a computerized flying marvel. Now Wonderbug is a board game in which 2 to 4 players race through the junkyard on the gameboard to get all the puzzle parts needed to turn "Schlep" into Wonderbug, then claim the magic horn to win the game. Wonderbug... it's Wonderful! Age Group: 5 to 9.

Pack: 6 pcs. Wgt: 9 lbs.

© 1976 Sid and Marty Krofft Productions, Inc.



WELCOME BACK, KOTTER™ GAME
2704-5



Everyone's a sweatog when you play this rollicking new board game based on the top-rated TV show, "Welcome Back Kotter." As every kid in the country must know by now, the sweatogs are the boys in Kotter's class. And just like them, players in this game compete to answer questions and move to the head of the class. Along the way, correct answers let you collect words. Put 'em all together, and you get to shout out the sweatogs' favorite expression. That

makes you a winner... but look out! The throw of a die can move you back to the rear of the class, or let you move another sweatog. The lead changes hands frequently... until someone makes it all the way through the classroom. You've made the right moves? You've collected all the word cards? Okay then, let's hear it. "UP YOUR NOSE WITH A RUBBER HOSE!" Welcome Back Kotter... the game that makes you feel like a sweatog... and love it! Age group: 8 and up.

Pack: 6 pcs. Wgt: 10 lbs.
TM — © 1976 The Wolper Organization, Inc. & The Komack Company, Inc.



"THE \$128,000 QUESTION"™ GAME
2708-6

What's twice as much fun as the \$64,000 question? That's easy... it's the \$128,000 question! As TV viewers are finding out, it's still a lot of fun to watch a contestant using his wits to shoot for a huge sum of money... and even more fun to do it yourself! In our game, 2 to 4 players compete to see who can win the most money. Questions cover many subjects, and include categories designed for different age levels, from 8 up. That's important... it means the whole

family can play the game without penalizing the younger members. There are enough different categories and questions so you can play many games without repetition. The questions are no pushovers, either... you really have to know your stuff to carry off the big money! "The \$128,000 Question" TV program has been attracting such a large audience, and so much care has been taken to keep the program absolutely honest, that it looks like it'll be around for a long time to come... and our game right along with it! Age group: 8 and up.

Pack: 6 pcs. Wgt: 10 lbs.

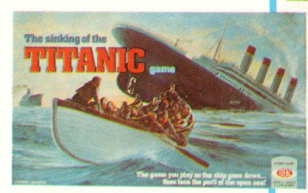


**THE SINKING
OF THE
TITANIC™
GAME**
2003-2



A fascinating new kind of family board game. Players take the part of ship's officers, rescuing passengers and collecting food and water as the ship sinks. Later you face the open sea . . . violent storms . . . cannibal islands . . . and other players who try to steal your food and water! First one to reach the rescue ship with 2 passengers, and 2 barrels of water wins! Age group: 8 to adult. (Some assembly required.)

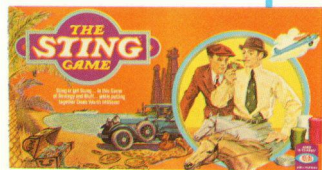
Pack: 6 pcs. Wgt: 18 lbs.



**THE STING™
GAME**
2011-5

The billion-dollar game of strategy and cunning. The idea is to pull off the biggest sting . . . but you could get stung instead! Start with a billion dollars, and build your big con on airlines . . . coins . . . stocks . . . diamonds. The card you get when you land on a property could be worth plenty . . . or it could be a worthless "Sting" card. Only you know! If your deal's a sting, try to bluff everyone into thinking it's real. It takes fast talking . . . and any player who doesn't believe you can challenge. 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.



**KING KONG™
CARD GAME**
2711-0

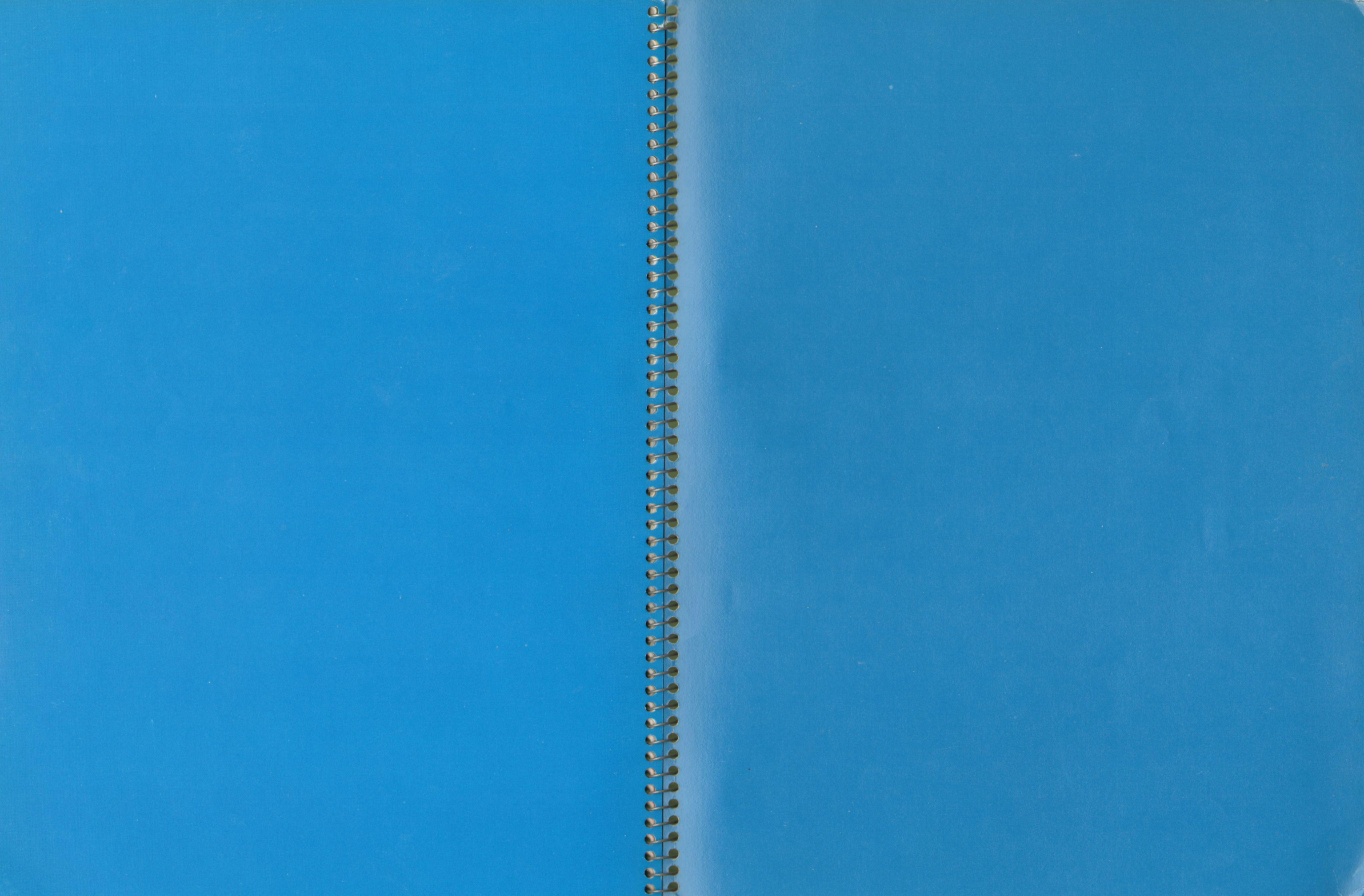
A new game for 2 to 4 players that combines the all-time appeal of card games, with the tremendous excitement surrounding the new movie, "King Kong." The excitement begins with the scoring board . . . a map of Kong's mysterious island with four paths. Players take turns drawing cards, which move their pegs different numbers of spaces along their paths. Reach the end of

your path first, and you've won! For added interest, each card shows a full-color scene from the movie. But the real fun happens when one of the players yells, "King Kong!" Anyone can do it, at any time during the game. When it happens, the other players have to decide whether the player who yelled is really holding a King Kong card (there's only one in the deck). If they think he is, they'd better run! If they think he's bluffing, they can stay. If they guess correctly, they move an extra space. But if the player who

yelled "King Kong!" succeeds in bluffing other players, he gets to move a space for each player he's fooled. And if the player who yells really has the King Kong card, anyone who doesn't run is out of luck. It makes for an extra helping of risk and suspense that makes the King Kong Card Game more fun than a barrel of monkeys . . . big ones!

Pack: 1 doz. Wgt: 7 lbs.

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200 Fifth Avenue North
New York, New York 10010

Ideal Toy Company
of Canada Ltd.
43 Hanna Avenue
Toronto, Canada

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4576-5	DRIVERIFIC TORTURE TRACK	13.99
7958-2	TUESDAY TAYLOR STAR SHINE COLLECTION (2 ea. of 6 Styles)	3.00
7971-5	TUESDAY TAYLOR SUN TAN COLLECTION (2 ea. of 12 Styles)	2.00
7985-5	TUESDAY TAYLOR SPECIAL VALUE COLLECTION (3 ea. of 12 Styles)	1.00
8210-7	BAND WAGON	11.99

8211-5	IDEAL'S PEPSI COLA WHEEL ABOUT	10.99
8277-6	WHISTLING MR. MACHINE	9.99
8280-0	TEDDY BEAR TALKING TELEPHONE	6.99
8282-6	CAN YOU CATCH IT, CHARLIE BROWN? GAME	4.99
8300-6	MR. ROGERS NEIGHBORHOOD OF MAKE BELIEVE PLAYSET	12.99

8301-4	MR. ROGERS HAND DOLL ASST. (2 ea. of 3 Styles)	3.99
8302-2	MR. ROGERS MUSICAL NEIGHBORHOOD TROLLEY	6.99
8304-8	MR. ROGERS HAND DOLL LADY ELAINE FAIRCHILDE	3.99
8305-5	MR. ROGERS HAND DOLL KING FRIDAY	3.99
8306-3	MR. ROGERS HAND DOLL "X" THE OWL	3.99



IDEAL TOY CORPORATION

200 FIFTH AVE., NORTH, NEW YORK, N.Y. 10010



NUMERICAL LISTING OF '77 PRODUCTS

1194-0	TIPPY TUMBLES	10.99
1195-7	TIPPY TUMBLES (Black)	10.99
1196-5	TIMMY TUMBLES	10.99
1197-3	TIMMY TUMBLES (Black)	10.99
1208-8	RUB-A-DUB DOLLY	8.99

1209-6	RUB-A-DUB DOLLY (Black)	8.99
1237-7	RUB-A-DUB TUG BOAT SHOWER	4.99
1250-0	TUESDAY TAYLOR	3.99
1251-8	TAYLOR JONES (Black)	3.99
1253-4	TUESDAY'S PENTHOUSE APARTMENT	12.99

1261-7	SUN TAN TUESDAY TAYLOR	5.99
1265-8	SUN TAN ERIC	5.99
1259-1	SUN TAN DODI	2.99
1263-3	TUESDAY TAYLOR SUMMER/WINTER VACATION HOUSE	9.99
1280-7	MAGIC HAIR CRISSY	9.99

1281-5	MAGIC HAIR CRISSY (Black)	9.99
1340-9	BABY BABY	3.99
1343-3	BABY BABY (Black)	3.99
1354-0	BABY BABY ROCK-A-BYE NURSERY	5.99
1350-8	BABY BABY ASST. OUTFITS (4 ea. of 6 styles)	1.20

1360-7	WAKE UP THUMBELINA	10.99
1361-5	WAKE UP THUMBELINA (Black)	10.99
1380-5	ARCHIE BUNKER'S GRANDSON	8.99
1410-0	SNOOPY—14"	3.80
1419-1	14" PEANUTS ASSORTMENT	3.00

1420-9	SNOOPY—27" ASST. (1 ea. of 3 Styles)	8.40
1427-4	8" SNOOPY (12 Pcs. in Counter Display)	1.00
1428-2	7" PEANUTS ASSORTMENT (24 pcs. Asst.)	1.00
1430-8	DENNIS THE MENACE—7"	1.00
1431-6	DENNIS THE MENACE—14"	2.80

1441-5	14" NEW DRESSED SNOOPY DOLL ASST. (2 ea. of 3 Styles)	4.50
1446-4	14" SNOOPY AS SUPERSTAR	5.20
1448-0	14" SNOOPY AS MAGICIAN	5.20
2001-6	BREAKING POINT	4.29
2002-4	HIT 'N RUN PINBALL	8.99

SPIN OUT CARS		
3233-4	MAN EATER	.89
3230-0	PIRATE POWER	.89
3232-6	POLECAT	.89
3231-8	WEB SPINNER	.89

3242-5	STUNT SQUAD ASSORTMENT (3 ea. of 12 styles)	.89
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4136-8	TINY MIGHTY MO ARMY 2½ TON RIG	2.49
4161-6	TINY MIGHTY MO CEMENT MIXER	2.49
4143-4	TINY MIGHTY MO DUMP TRUCK	2.49
4152-5	TINY MIGHTY MO EMERGENCY POLICE RESCUE VEHICLE	2.49
4140-0	TINY MIGHTY MO FIRE TRUCK	2.49
4131-9	TINY MIGHTY MO HERTZ TRUCK	2.49
4160-8	TINY MIGHTY MO MOBILE HOSPITAL	2.49
4164-0	TINY MIGHTY MO NUCLEAR MATERIALS CARRIER	2.49
4137-6	TINY MIGHTY MO POLICE VAN	2.49
4132-7	TINY MIGHTY MO SAND TRUCK	2.49

4133-5	TINY MIGHTY MO SANITATION TRUCK	2.49
4141-8	TINY MIGHTY MO TOW TRUCK	2.49
4146-7	TINY MIGHTY MO ASST. (3 ea. of 12 styles)	2.49
4147-5	TINY MIGHTY MO ASST. (1 ea. of 12 styles)	2.49
4138-4	TINY MIGHTY MO ASST. (3 ea. of 12 styles)	2.49

4204-4	CONSTRUCTION CRANE TRAILER	3.25
4216-8	DUMP TRAILER	3.25
4203-6	HOOK & LADDER TRAILER	3.25
4202-8	PEPSICO TRAILER	3.25
4205-1	TINY MIGHTY MO TRAILER ASST. (3 ea. of 4 styles)	3.25

4178-0	TINY MIGHTY MO ARMORED PLATOON ACTION SET	5.00
4179-8	TINY MIGHTY MO RESCUE SQUAD ACTION SET	5.00
4177-2	TINY MIGHTY MO SERVICE CENTER ACTION SET	5.00
4180-6	TINY MIGHTY MO ACTION SET ASST. (2 ea. of 3 styles)	5.00

8277-6	WHISTLING MR. MACHINE	9.99
4372-9	ZOGG THE TERRIBLE	11.99

GAMES 3-D

2106-3	BEAT THE "8" BALL GAME	5.79
2025-5	BIG SHOT GAME	10.99
2001-6	BREAKING POINT GAME	4.29
2135-2	BUGS BUNNY GAME	3.99
2024-8	DEDUCTION GAME	2.99

2021-4	FLIP YOUR LID GAME	3.99
2002-4	HIT 'N RUN PINBALL GAME	8.99
2008-1	JAWS GAME	4.29
2133-7	JUNKYARD GAME	6.99
2415-8	KER-PLUNK GAME	3.79

2005-7	LAST CHANCE GAME	6.99
2020-6	THE MONSTER GAME	4.99
2601-3	MOUSETRAP GAME	4.99
2022-2	MR. MUSCLE GAME	4.99
2136-0	SKY BATTLE GAME	9.99

2130-3	TANK COMMAND GAME	7.99
2009-9	TIN CAN ALLEY GAME	22.50
2140-2	TOSS ACROSS GAME	8.99
2031-3	TRIPLE UP GAME	6.79
2023-0	UP! AGAINST TIME GAME	3.99

BOARD GAMES

2709-4	ELECTRA WOMAN & DYNA GIRL GAME	2.99
2711-0	KING KONG CARD GAME	1.99
2706-0	KING KONG GAME	3.79
2708-6	\$128,000 QUESTION GAME	3.99
2003-2	THE SINKING OF THE TITANIC GAME	4.99

2011-5	THE STING GAME	4.99
2704-5	WELCOME BACK, KOTTER GAME	3.79
2703-7	THE WINNING TICKET GAME	4.99
2710-2	WONDERBUG GAME	2.99
2712-8	TV SHOWS GAME ASST. DEAL (Consists of 4 ea. of 3 games \$128,000 Question, Electra-Woman and Wonderbug)	39.88



IDEAL TOY CORPORATION

200 FIFTH AVE., NORTH, NEW YORK, N.Y. 10010

ALPHABETICAL LISTING OF '77 PRODUCTS

DOLLS

1380-5	ARCHIE BUNKER'S GRANDSON	8.99
1340-9	BABY BABY	3.99
1343-3	BABY BABY (Black)	3.99
1354-0	BABY BABY ROCK-A-BYE NURSERY	5.99
1350-8	BABY BABY ASST. OUTFITS (4 ea. of 6 styles)	1.20

1430-8	DENNIS THE MENACE—7"	1.00
1341-6	DENNIS THE MENACE—14"	2.80
1280-7	MAGIC HAIR CRISSY	9.99
1281-5	MAGIC HAIR CRISSY (Black)	9.99
1419-1	14" PEANUTS ASSORTMENT	3.00

1428-2	7" PEANUTS ASSORTMENT (24 pcs. Asst.)	1.00
1208-8	RUB-A-DUB DOLLY	8.99
1209-6	RUB-A-DUB DOLLY (Black)	8.99
1237-7	RUB-A-DUB TUG BOAT SHOWER	4.99
1410-0	SNOOPY—14"	3.80

1448-0	SNOOPY—14" AS MAGICIAN	5.20
1446-4	SNOOPY—14" AS SUPERSTAR	5.20
1427-4	8" SNOOPY (12 pcs. in Counter Display)	1.00
1441-5	14" NEW DRESSED SNOOPY DOLL ASST. (2 ea. of 3 styles)	4.50
1420-9	SNOOPY—27" ASST. (1 ea. of 3 styles)	8.40

1259-1	SUN TAN DODI	2.99
1265-8	SUN TAN ERIC	5.99
1261-7	SUN TAN TUESDAY TAYLOR	5.99
1251-8	TAYLOR JONES (Black)	3.99
1196-5	TIMMY TUMBLES	10.99

1197-3	TIMMY TUMBLES (Black)	10.99
1194-0	TIPPY TUMBLES	10.99
1195-7	TIPPY TUMBLES (Black)	10.99
1250-0	TUESDAY TAYLOR	3.99
7985-5	TUESDAY TAYLOR SPECIAL VALUE COLLECTION (3 ea. of 12 styles)	1.00

1253-4	TUESDAY'S PENTHOUSE APARTMENT	12.99
1263-3	TUESDAY TAYLOR SUMMER/WINTER VACATION HOUSE	9.99

7971-5	TUESDAY TAYLOR SUN TAN COLLECTION (2 ea. of 12 styles)	2.00
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7958-2	TUESDAY TAYLOR STAR SHINE COLLECTION (2 ea. of 6 styles)	3.00
1360-7	WAKE UP THUMBELINA	10.99

1361-5	WAKE UP THUMBELINA (Black)	10.99
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BICYCLE ACCESSORY

3390-2	R-R-R-AW POWER	3.99
3391-0	R-R-R-AW POWER (24 Pcs. in Display Shipper)	3.99

TOYS

4576-5	DRIVERIFIC TORTURE TRACK	13.99
4575-7	DRIVERIFIC ACTION VEHICLES ASST. (2 ea. of 6 styles)	2.75

4370-3	ELECTRO MAN	15.99
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3417-3	EVEL KNEIVEL CANYON SKY CYCLE w/FIGURE	7.99
3412-4	EVEL KNEIVEL C.B. VAN	9.99
3450-4	EVEL KNEIVEL CHOPPER w/FIGURE	8.99
3403-3	EVEL KNEIVEL FIGURES ASST. (8 ea. of 3 styles)	1.99
3451-2	EVEL KNEIVEL FUNNY CAR	7.99
3411-6	EVEL KNEIVEL STRATOCYCLE w/FIGURE	8.99

3407-4	EVEL KNEIVEL STUNT CYCLE w/ACCESSORIES	8.99
3452-0	EVEL KNEIVEL SUPER JET CYCLE w/FIGURE	10.99
4300-0	E.K. PRECISION MINIATURES ASST. (12 styles in Shipper)	1.49

4323-2	E.K. PRECISION MINIATURE ASST. (1 ea. of 12 styles)	1.49
4302-6	E.K. PRECISION MINIATURE CHOPPER	1.49
4303-4	E.K. PRECISION MINIATURE FORMULA 1 DRAGSTER	1.49
4305-9	E.K. PRECISION MINIATURE FORMULA 5000	1.49

4306-7	E.K. PRECISION MINIATURE FUNNY CAR	1.49
4304-2	E.K. PRECISION MINIATURE SKY CYCLE	1.49
4301-8	E.K. PRECISION MINIATURE STUNT CYCLE	1.49
4307-5	E.K. PRECISION MINIATURE GIFT SET (Set contains 1 ea. of the 6 styles above—12 Sets per Ctn.)	8.94

4319-0	E.K. PRECISION MINIATURE DRAG BIKE	1.49
4316-6	E.K. PRECISION MINIATURE FORMULA "J" CAR	1.49
4317-4	E.K. PRECISION MINIATURE RAT TRAP CAR	1.49
4320-8	E.K. PRECISION MINIATURE STRATOCYCLE	1.49
4321-6	E.K. PRECISION MINIATURE SUPER JET CYCLE	1.49

4318-2	E.K. PRECISION MINIATURE SUPER STOCK CAR	1.49
4324-0	E.K. PRECISION MINIATURE GIFT SET (Set contains 1 ea. of the 6 styles above—12 Sets per Ctn.)	8.94

4400-8	J.J. ARMES FIGURE w/ACCESSORIES KIT	4.99
4401-6	J.J. ARMES MOBILE INVESTIGATION UNIT	9.99

4508-8	BUGS	1.99
4507-0	DOC	1.99
4509-6	DOOMSDAY	1.99
4510-4	KIDS FROM C.A.P.E.R BIG BOLOGNA VAN	6.99
4506-2	P.T.	1.99

4505-4	KIDS FROM C.A.P.E.R. FIGURES ASST. (4 ea. of 3 styles)	1.99
4176-4	MARINE AIR-SEA RESCUE PLANE	2.39
4175-6	MECHANICAL SEA PLANE	2.39
4268-9	MICRO MO BIG BOLOGNA VAN	1.49
4269-7	MICRO MO BONE SHAKER	1.49
4262-2	MICRO MO DUNE DIGGER	1.49
4261-4	MICRO MO HIGHWAY HAWK	1.49
4264-8	MICRO MO MOBILE	1.49

4267-1	MICRO MO MONSTER SQUAD VAN	1.49
4260-6	MICRO MO POWER VAN	1.49
4263-0	MICRO MO WOODY WAGON	1.49
4272-1	MICRO MO ASST. (8 styles—36 Pcs. Asst.)	1.49

4220-0	MIDI MIGHTY MO CALIFORNIA VAN	4.99
4221-8	MIDI MIGHTY MO CYCLE/PICK UP TRUCK	4.99
4167-3	MIDI MIGHTY MO FIRE ENGINE	4.99
4173-1	MIDI MIGHTY MO RYDER VAN TRUCK	4.99
4170-7	MIDI MIGHTY MO SAND TRUCK	4.99

4168-1	MIDI MIGHTY MO TOW TRUCK	4.99
4172-3	MIDI MIGHTY MO ASST. (2 ea. of 6 styles)	4.99

4122-8	MIGHTY MO BULLDOZER	7.99
4121-0	MIGHTY MO DUMP TRUCK	7.99
4125-1	MIGHTY MO FIRE ENGINE	7.99
4124-4	MIGHTY MO JEEP (RED)	7.99
4120-2	MIGHTY MO MILITARY JEEP	7.99
4118-6	MIGHTY MO TOW TRUCK	7.99
4123-6	MIGHTY MO ASST. (1 ea. Jeep, Tow Truck, Bulldozer, Dump Truck, 2 Fire Engine)	7.99

4517-9	BRUCE	1.99
4516-1	DRAC	1.99
4518-7	FRANK	1.99
4520-3	MONSTER SQUAD VAN	6.99
4515-3	MONSTER SQUAD FIGURES ASST. (4 ea. of 3 styles)	1.99

TCR

3316-7	ACCESSORY PACK (Pair of pick up shoes and pair of rear tires)	.60
3329-0	'55 CHEVY	4.00
3332-4	COBRA JAM CAR	4.50
3328-2	COBRA T.A.	4.00
3325-8	MUSTANG	4.00

3331-6	MUSTANG RAT TRAP JAM CAR	4.50
3330-8	NOVA	4.00
3332-2	NOVA JAM CAR	4.50
3326-6	PINTO	4.00
3311-8	POWER PACK	5.00

3310-0	RACING CONTROLLER "A"	2.25
3315-9	RACING CONTROLLER "B"	2.25
3309-2	12" RADIUS CURVE, 1/4 CIRCLE (PAIR)	2.25
3314-2	SET OF TRESTLES	1.25
3307-6	10" STRAIGHT TRACK (Pair)	1.80

3306-8	15" STRAIGHT TRACK (Pair)	2.25
3302-7	TCR BONNEVILLE CLASSIC	26.00
3324-1	TCR CAR ASSORTMENT (2 ea. of 6 Styles)	4.00
3301-9	TCR GRAN CIRCUIT	21.00
3323-3	TCR JAM CAR ASSORTMENT (4 ea. of 3 styles)	4.50

3303-5	TCR JAM CAR SPEEDWAY	30.00
3304-3	TCR SUPER JAM CAR CHALLENGE SET	34.00
3308-4	15" TERMINAL TRACK	2.25
3327-4	TR 7	4.00

PRE-SCHOOL

3140-1	BABY BOLTS	3.79
8210-7	BAND WAGON	11.99
8282-6	CAN YOU CATCH IT, CHARLIE BROWN? GAME	4.99
3225-0	FIX-IT TRUCKS ASST. (8 ea. of 3 styles)	1.99
8211-5	IDEAL'S PEPSI-COLA WHEEL ABOUT	10.99

8305-5	KING FRIDAY XIII HAND DOLL	3.99
8304-8	LADY ELAINE FAIRCHILDE HAND DOLL	3.99
8301-4	MR. ROGERS HAND DOLL ASSORTMENT (2 ea. of 3 styles)	3.99
8302-2	MR. ROGERS MUSICAL NEIGHBORHOOD TROLLEY	6.99
8300-6	MR. ROGERS NEIGHBORHOOD OF MAKE BELIEVE PLAYSET	12.99

3057-5	POT 'N SPOON	2.99
8280-0	TALKING TEDDY BEAR TELEPHONE	6.99
4251-5	TOOT-L-OO LOCO	8.99
8306-3	"X" THE OWL HAND DOLL	3.99

4115-2	SCARECROW TARGET SET	4.75
4226-7	SCRAMBLER CYCLE HELMET	3.49

STUNT SQUAD

EXPLODING CARS

3239-1	AMERICAN DREAM MACHINE	.89
3240-9	BIG BAD BOA	.89
3241-7	MONZA GTX	.89
3238-3	TURBO STINGER	.89

FLIP OVER CARS

3234-2	CRASHIN' 228	.89
3236-7	RAINBOW RUNNER	.89
3237-5	ROAD BOSS	.89
3235-9	302 SUPERCHARGER	.89