

*Stunt Girl. Does jumps, wheelies
and high speed runs.*

Gyro motor needs no batteries



No. 3350-6



TM

DARBING and trick cycle



Gyro
motorized
Trick Cycle.
Does jumps,
stunts and
high speed runs.
No batteries or
electricity needed.





DERBY DARING

and her
trickcyc





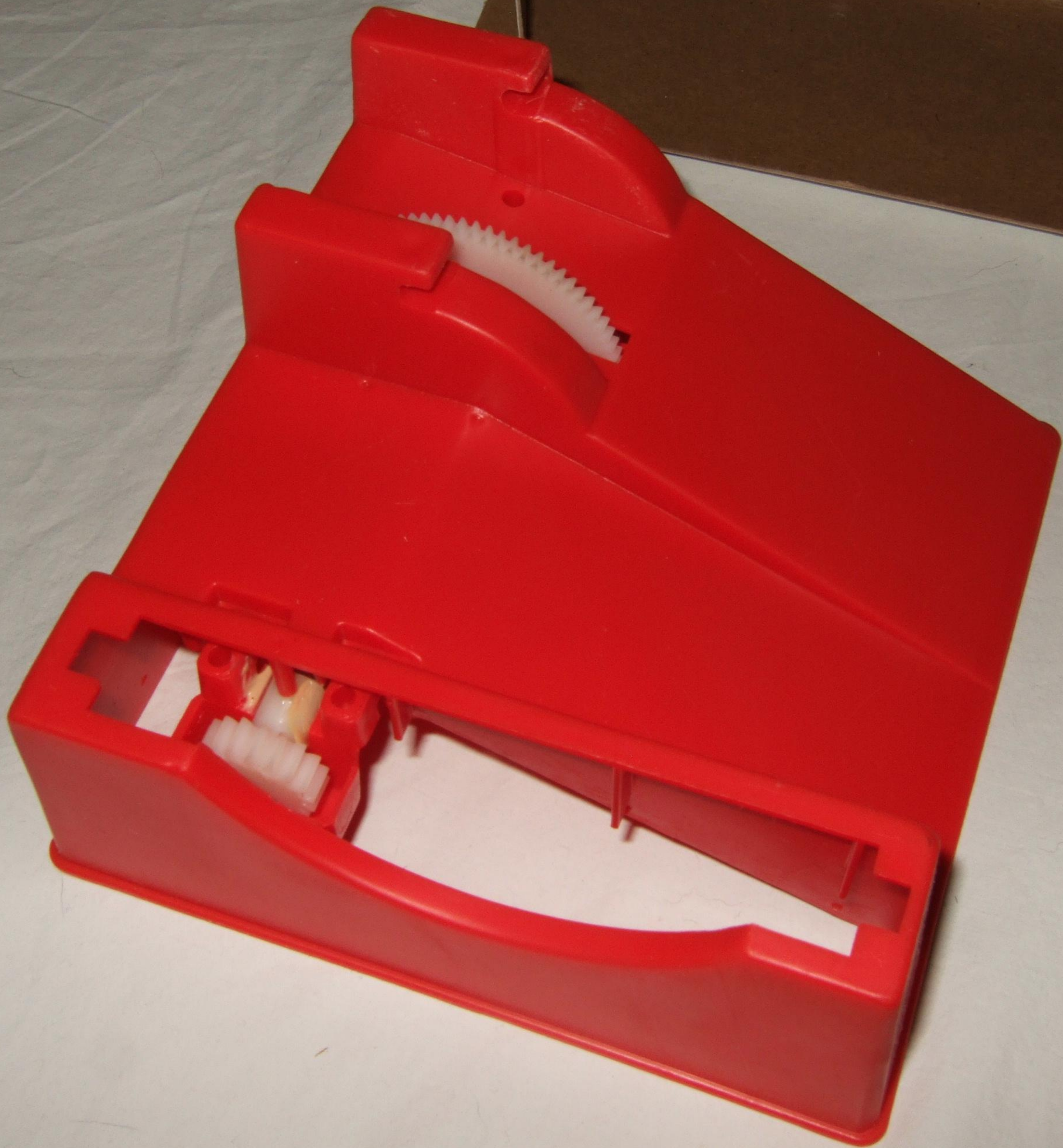




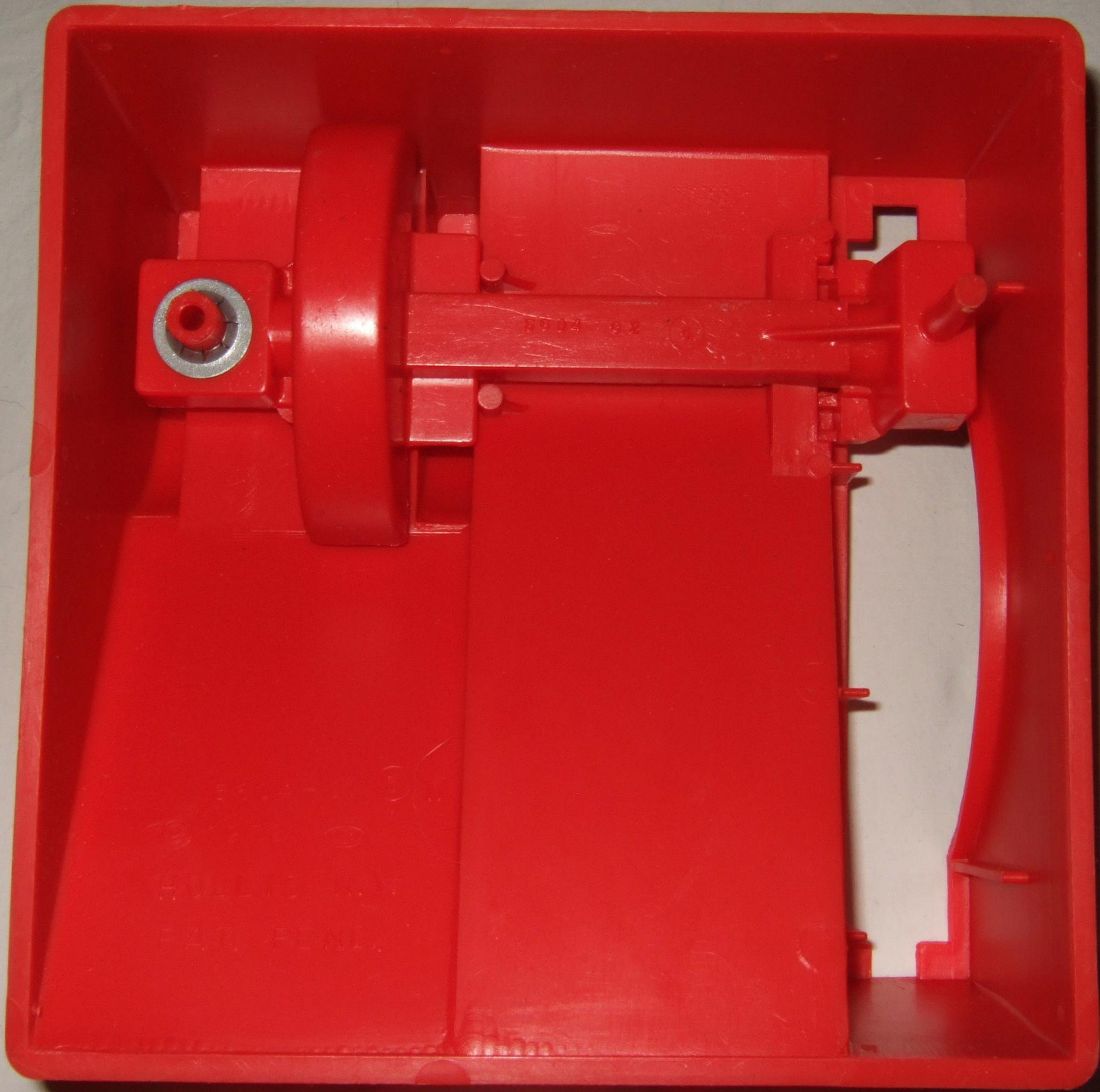












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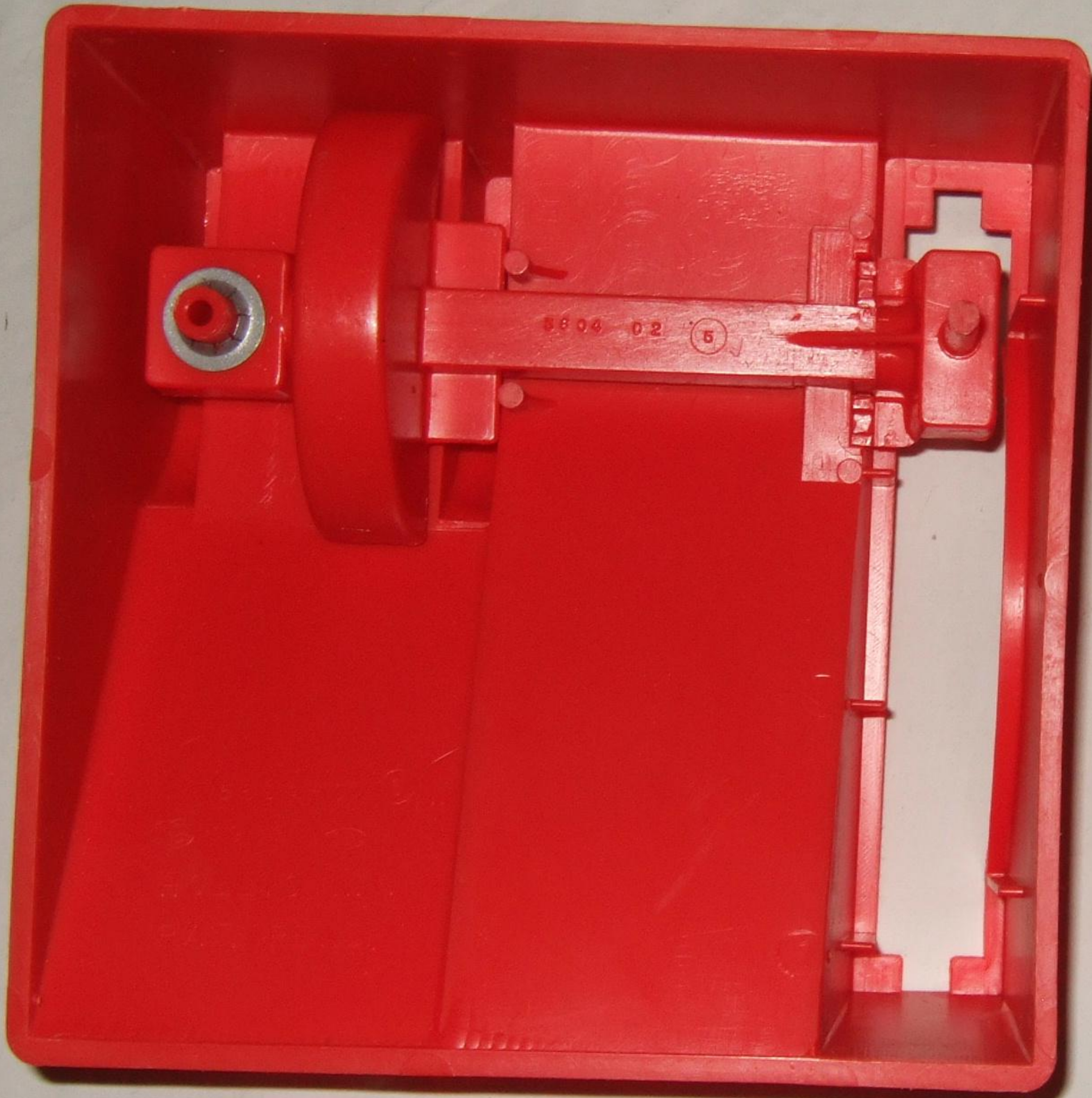
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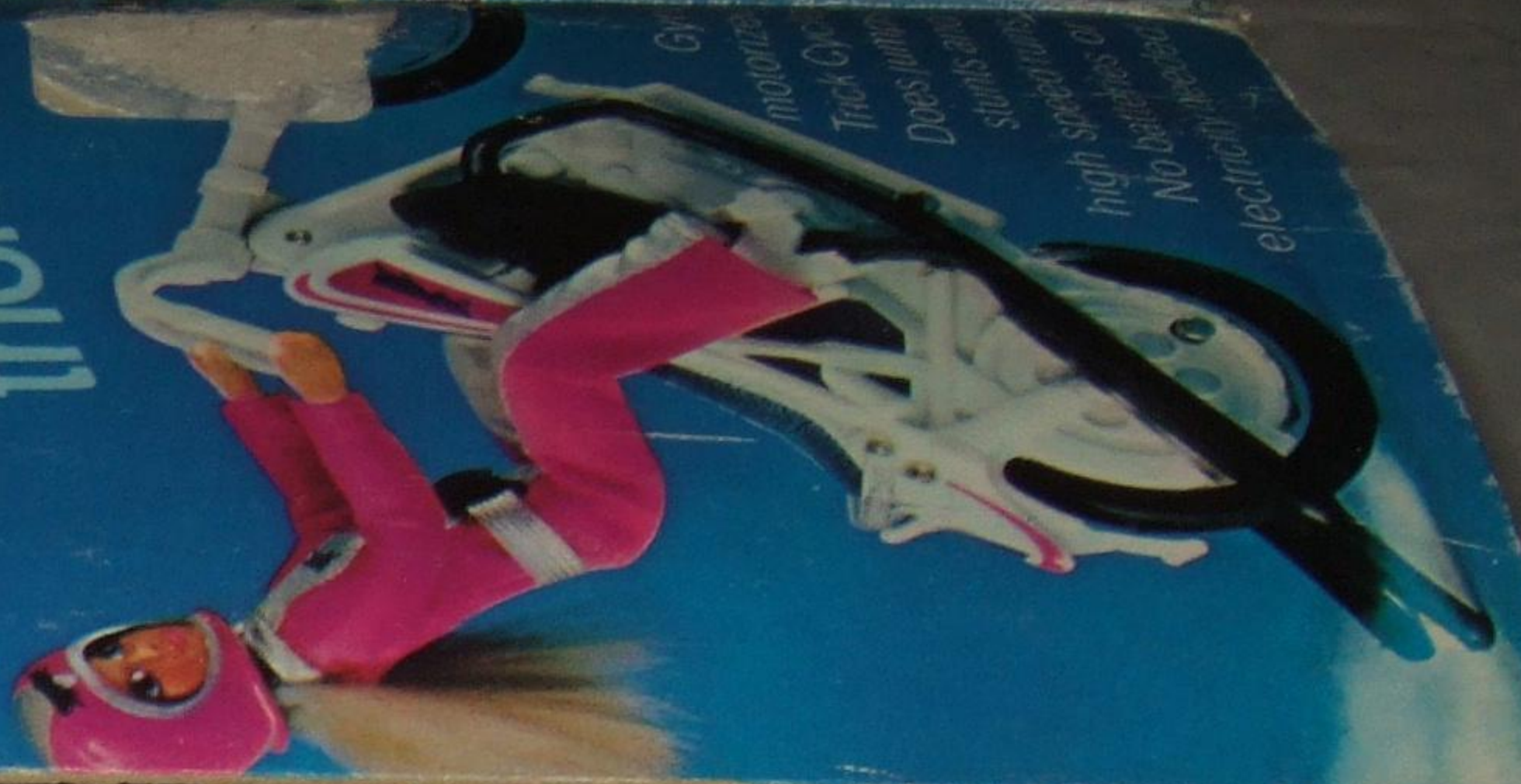






No. 225

DARLING and her trick cyc



high speed turns
No batteries needed
electrically powered
Doesn't jump
stunts and
Trick Cycle
motorize
Gyro



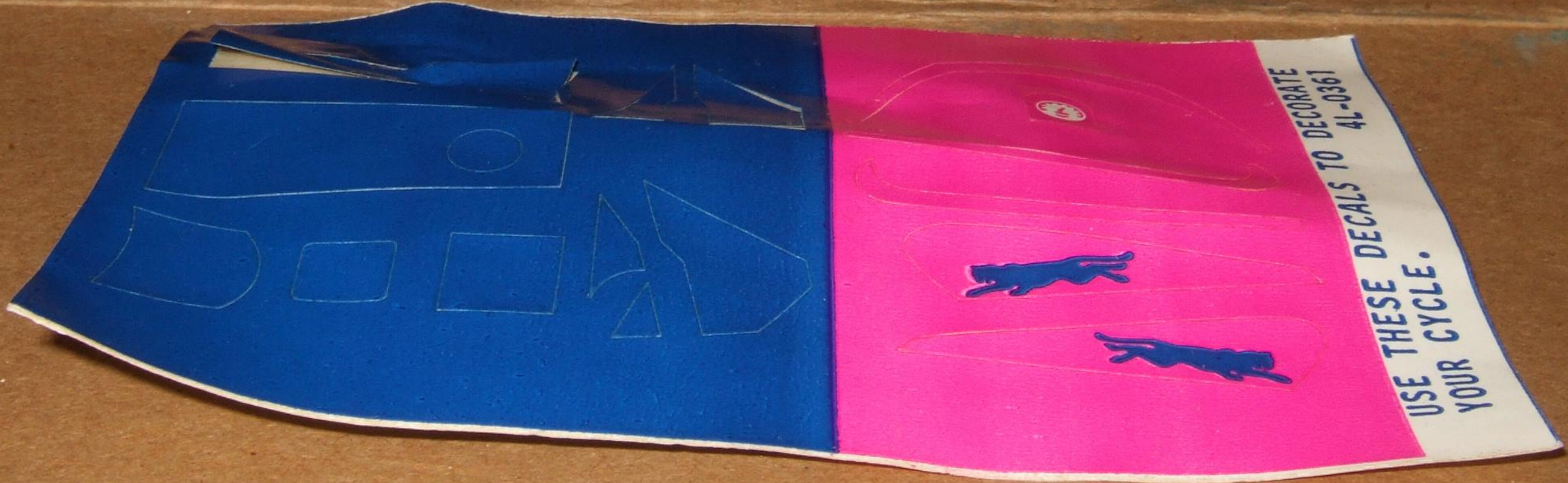




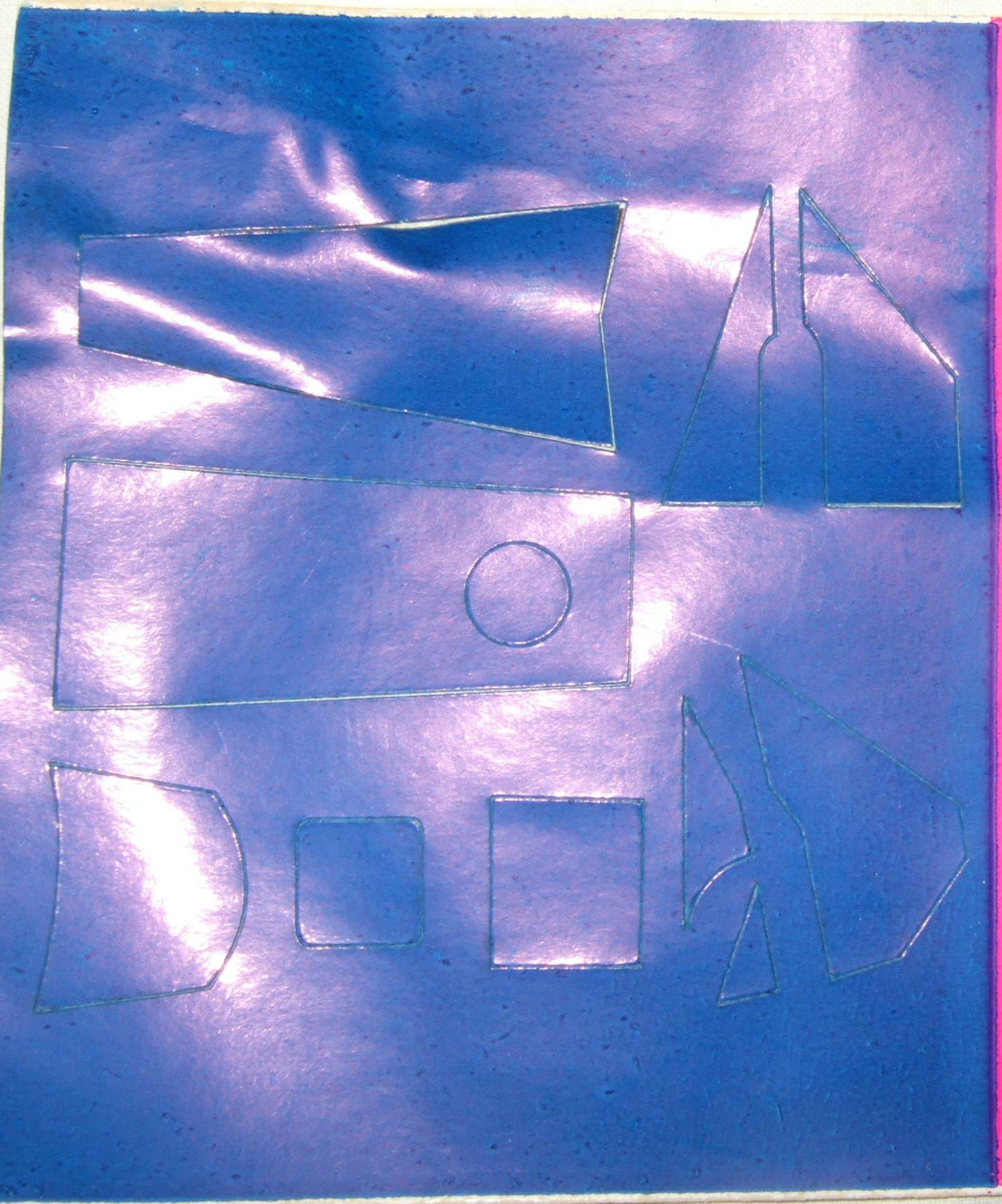




USE THESE DECALS TO DECORATE
YOUR CYCLE.
4L-0361



USE THESE DECALS TO DECORATE
YOUR CYCLE.
4L-0361



**USE THESE DECALS TO DECORATE
YOUR CYCLE. 4L-0361**









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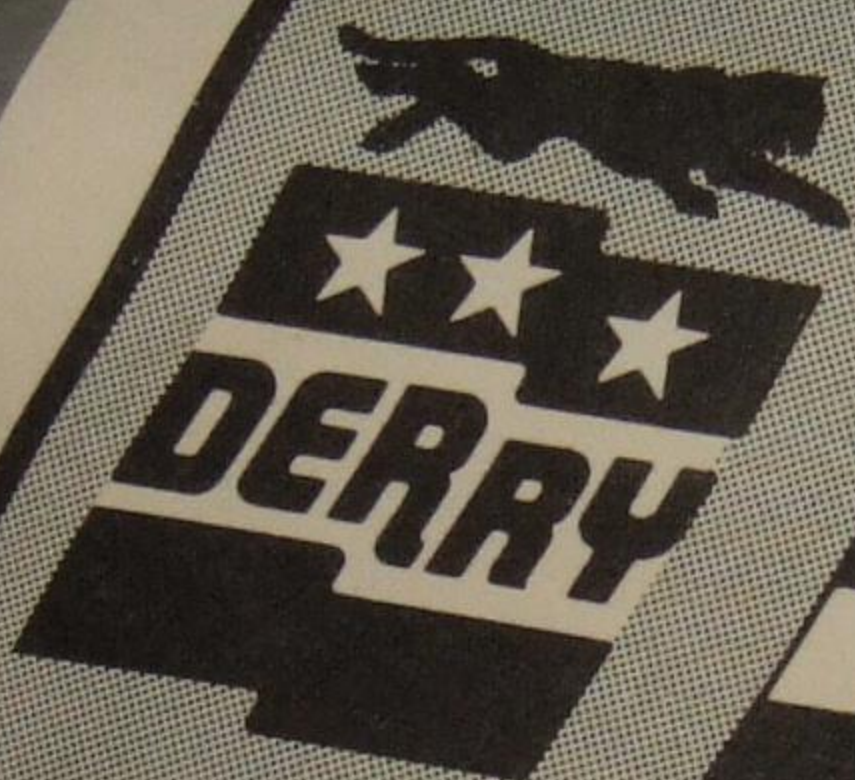
WARNING

**TRICK
CYCLE**



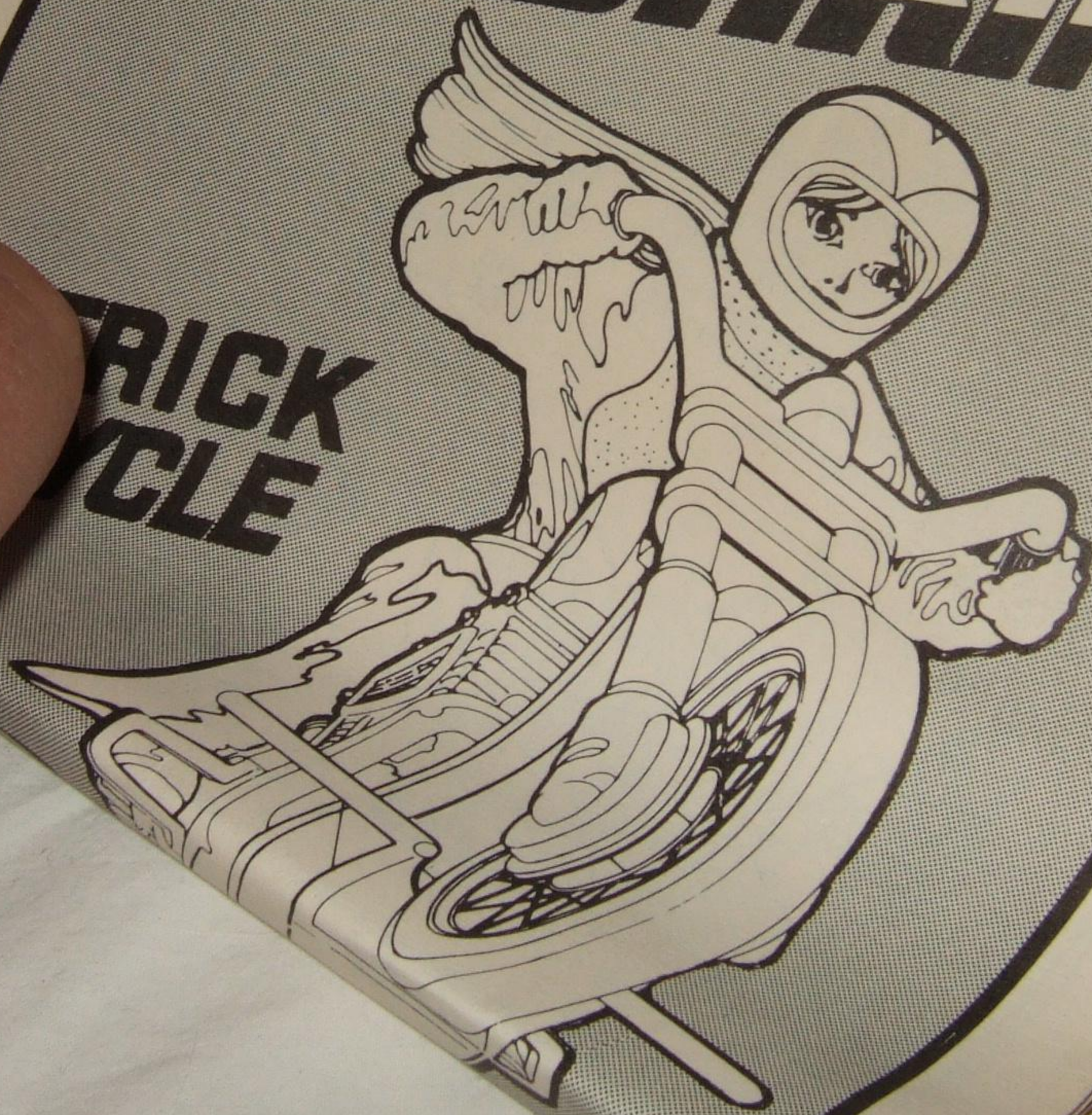
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DARRING

TRICK
CYCLE



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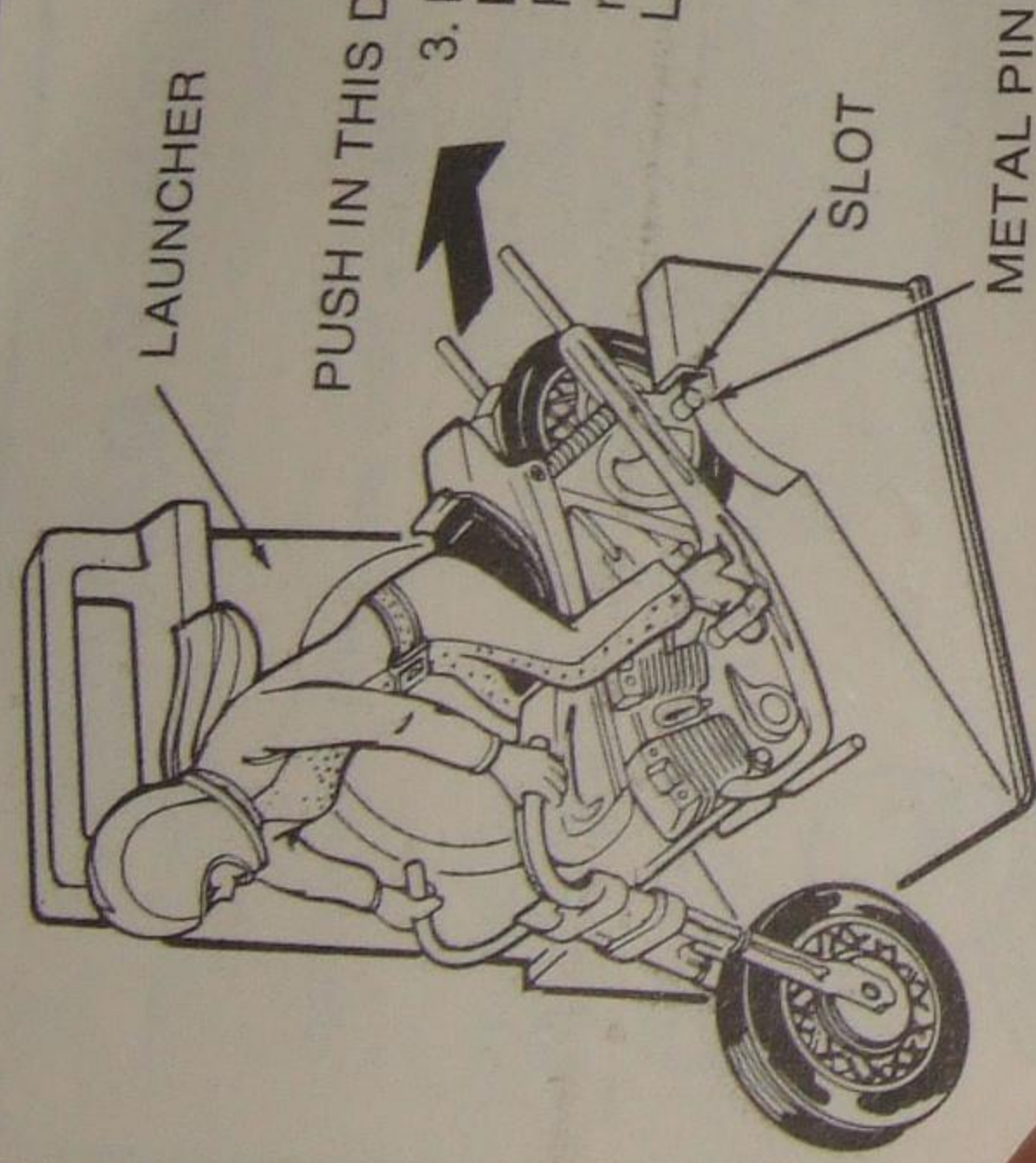
F. TO DO W

1. Position Derry Daring figure as shown — as far back on bike as possible, but keep and feet in stirrups.

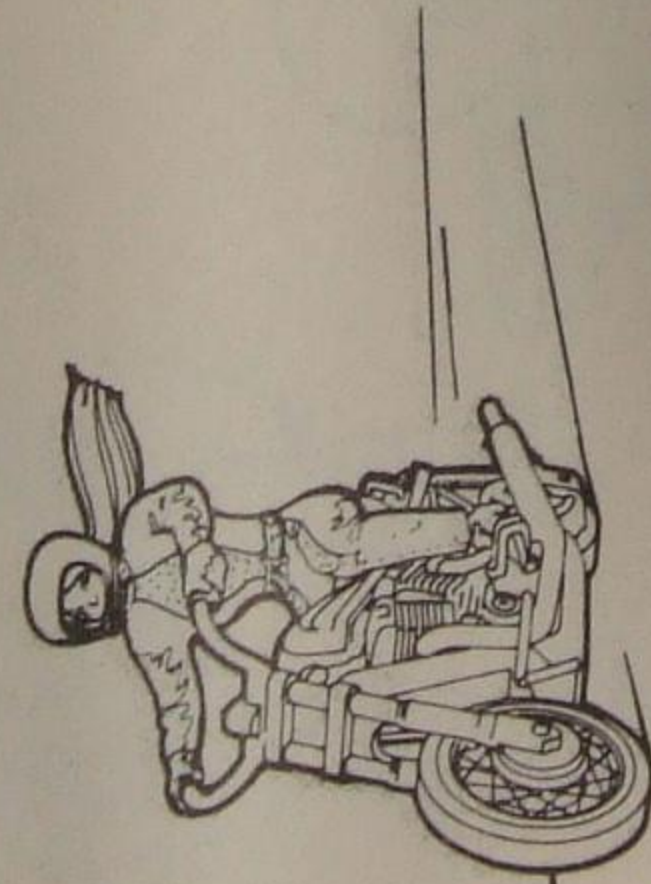


2. Place Trick Cycle on Launcher and wind until sound reaches a very high whine before STOPPING your wind. Bike will launch automatically and actually rear up on its back tire in a fantastic wheelie start.

NOTE: It takes practice to learn just the right speed and the proper positioning of the rider to make Trick Cycle do a wheelie. On rugs, driveways and concrete walks less winding is necessary, and you may have to position Derry Daring figure further forward to prevent cycle from flipping over as it moves off the Launcher.



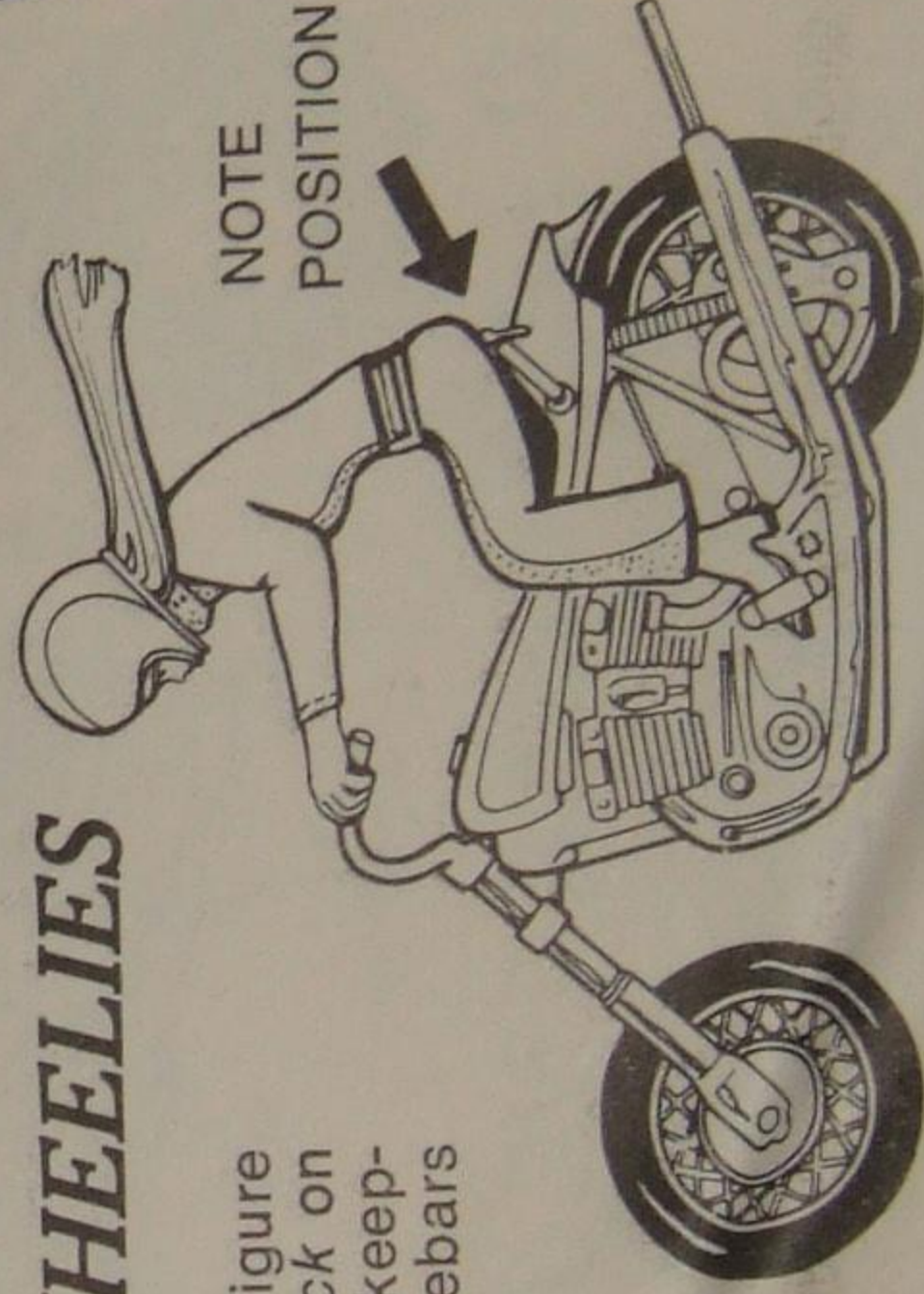
3. Place Trick Cycle onto LAUNCHER, with METAL PINS on each side of bike's rear wheel in SLOT of LAUNCHER base as shown.



... handle in direction of arrow on Launcher. START SLOWLY, when wind faster and faster, with constant pressure on the handle. When you think Trick Cycle is energized enough (you'll learn to judge by the increasing pitch of its sound), STOP your winding and hold HANDLE. Trick Cycle will automatically leave the LAUNCHER. Seven to ten turns of the LAUNCHER HANDLE is

L. TO DO WHEELIES

1. Position Derry Daring figure as shown — as far back on bike as possible, but keeping her hands on handlebars and feet in stirrups.



2. Place Trick Cycle on Launcher and wind until sound reaches a very high whine before STOPPING your wind. Bike will launch automatically and actually rear up on its back tire in a fantastic wheelie start.

NOTE: It takes practice to learn just the right speed and the proper positioning of the rider to make Trick Cycle do a wheelie. On rugs, winding to extra-high speed may be necessary; however, on asphalt driveways and concrete walks less winding is necessary, and you may have to position Derry Daring figure further forward to prevent cycle from flipping over as it moves off the Launcher.



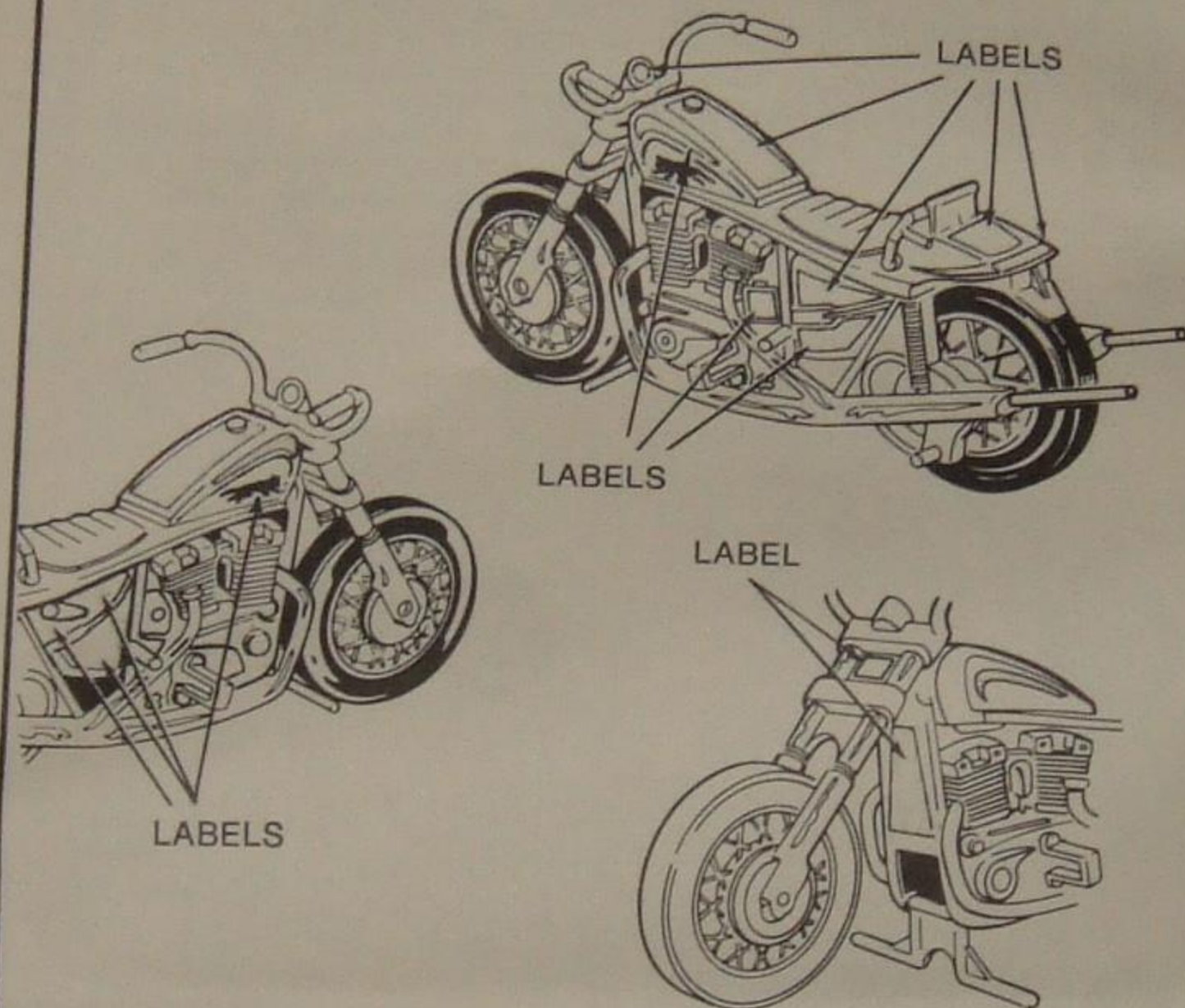
ASSEMBLY AND PLAY INSTRUCTIONS

Derry Daring really enjoys challenges, so you can easily imagine that "Derry do you dare?" is a question she loves to hear. Ever since she can remember, Derry has been daring and successful—winning acrobatic contests and modeling contests with equal ease. Thrilled spectators have remarked that Derry has all the swiftness, grace, and agility of a panther, so it is not surprising that the figure of a leaping panther has become her own personal symbol.

Derry likes to win, but she also likes to be into things for the sheer joy of it. That's how she first became interested in motorcycles; she loved to watch stunt cyclists perform their spectacular tricks. She now has her own Trick Cycle, and is thrilling crowds with her dazzling stunts. Derry's spectacular jumps, amazing wheelies and incredible speed records all combine to make her a super star! Of course, the panther is the symbol for her Trick Cycle, and Derry even designed her own jumpsuit—a sleek pink and silver outfit any girl would love to wear. She is always thinking up daring new stunts to perform, and now you, too, can think up some super stunts. Will Derry dare to do them? Why not try and see?

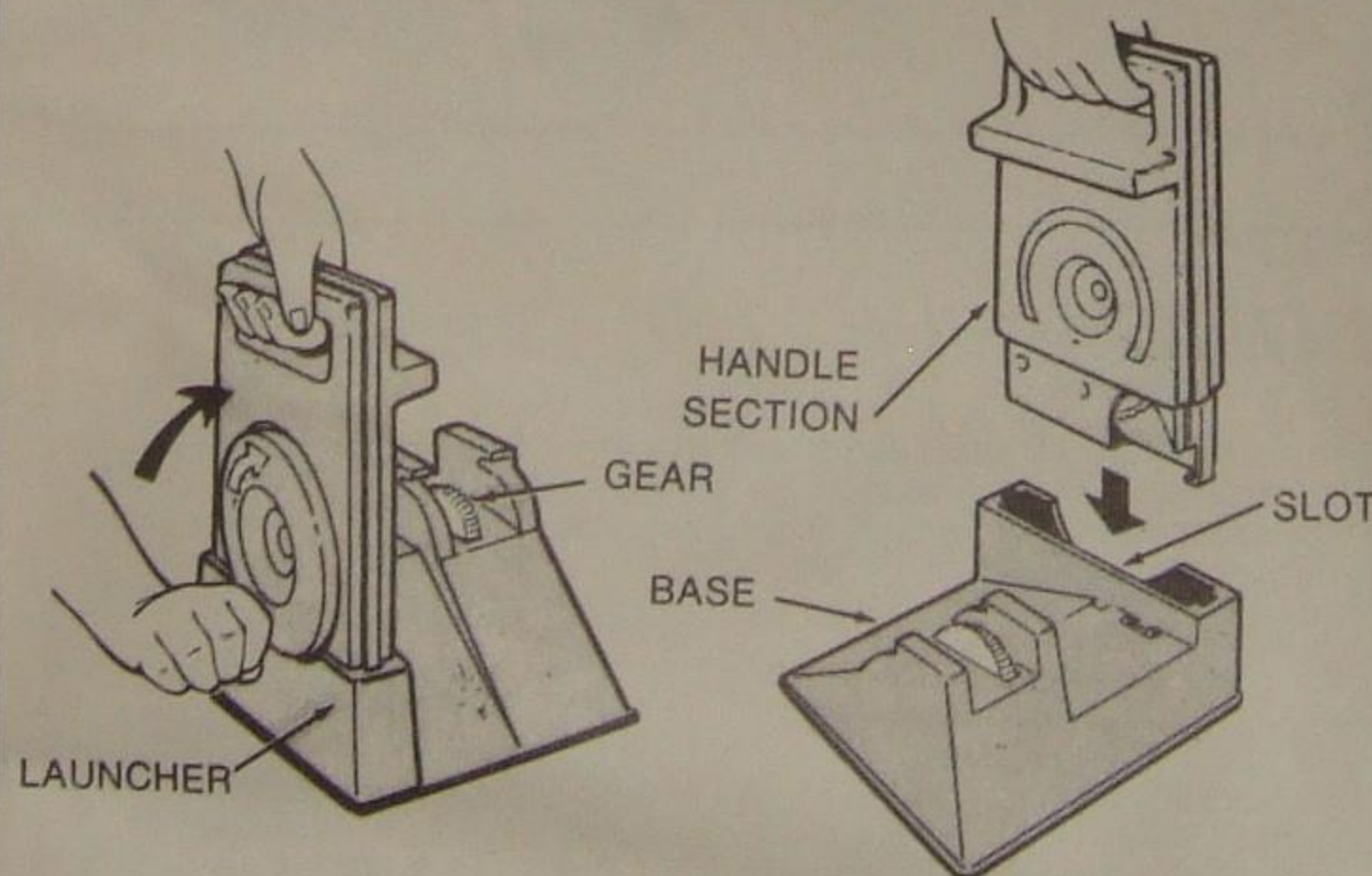
A. LABELS

Remove LABELS from backing and decorate Trick Cycle as shown.



B. LAUNCHER ASSEMBLY

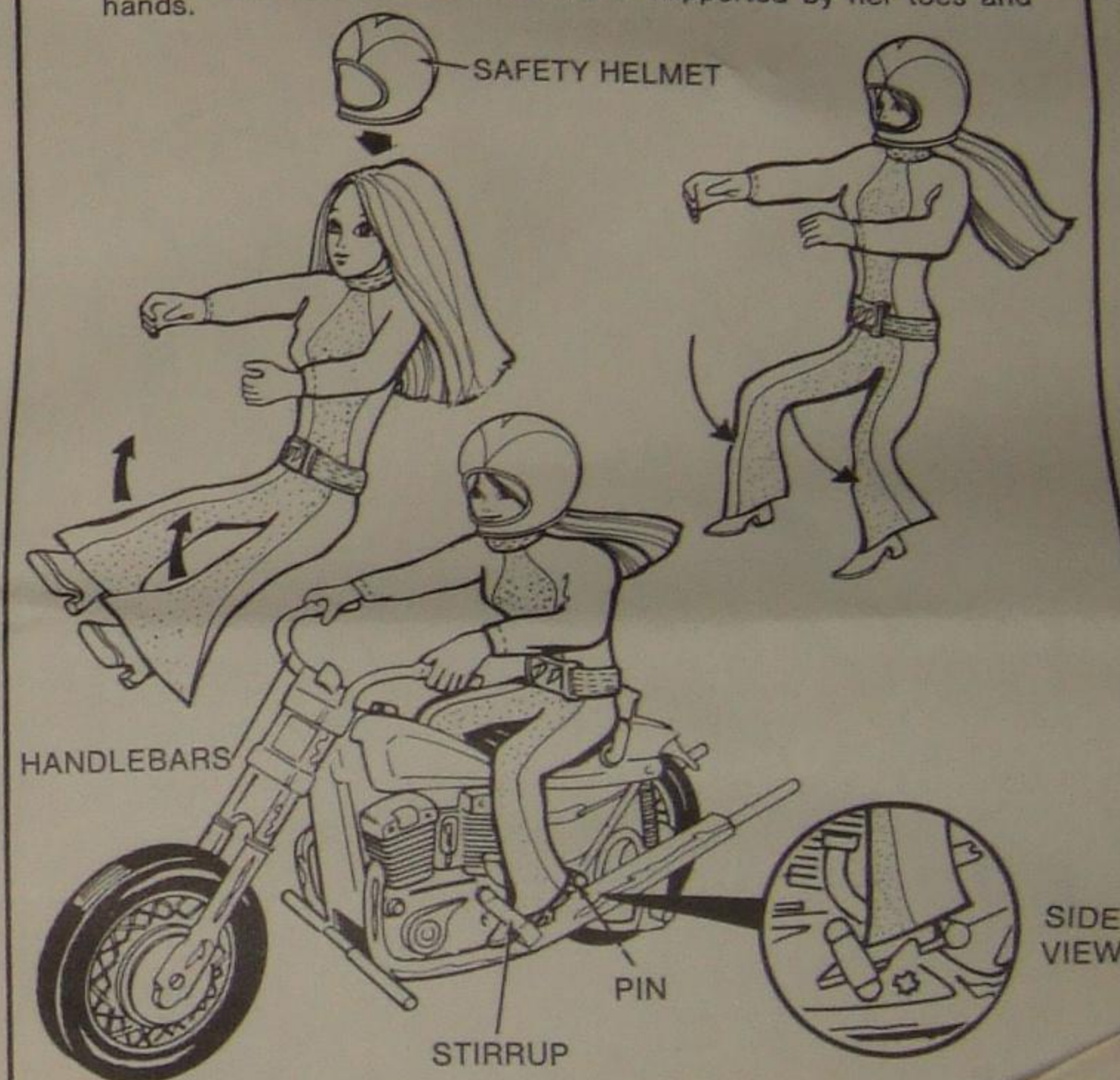
1. Slide HANDLE SECTION down into large SLOT in BASE as far as it will go. The HANDLE will snap into position.



2. Test assembled LAUNCHER by turning HANDLE in Direction of Arrow. If exposed GEAR in BASE does not turn, make sure HANDLE SECTION is properly snapped into BASE.

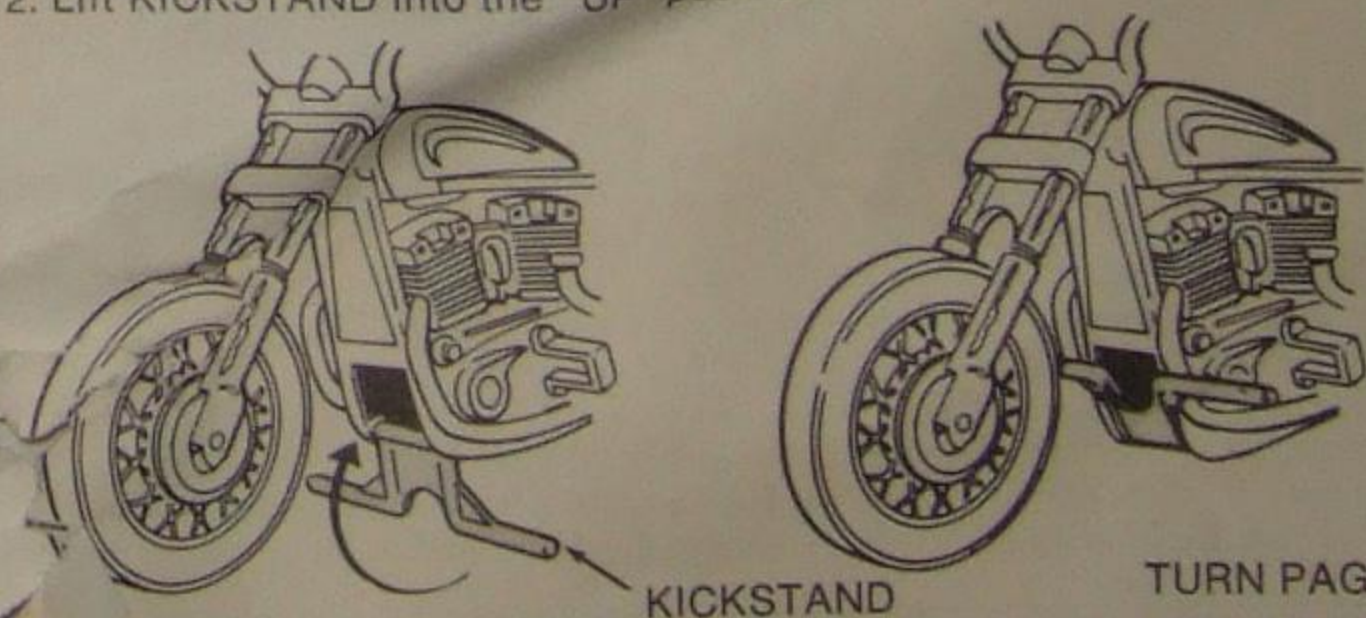
C. SEATING DERRY DARING ON CYCLE

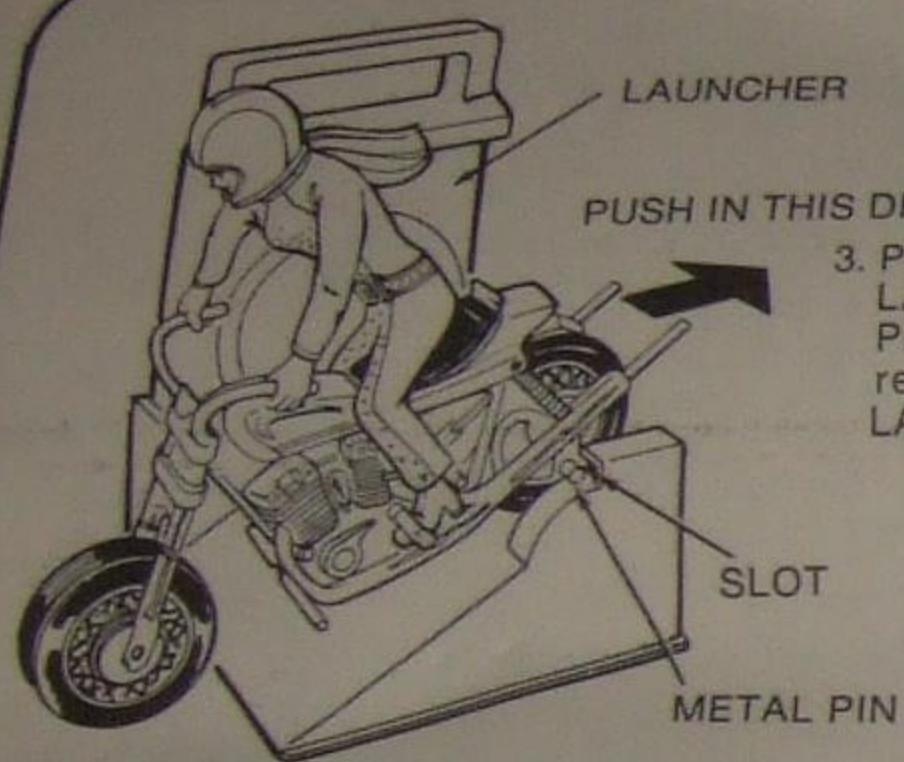
1. Place SAFETY HELMET on figure's head and bend figure's legs into a sitting position.
2. Push hands onto HANDLEBARS of cycle.
3. Bend figure's feet outward. Place toe of left foot in left stirrup. Press heel in front of pin that extends from side of cycle. Secure right foot the same way.
4. NOTE: Derry Daring DOES NOT SIT DOWN wholly on the seat, but rides in true stuntwoman fashion supported by her toes and hands.



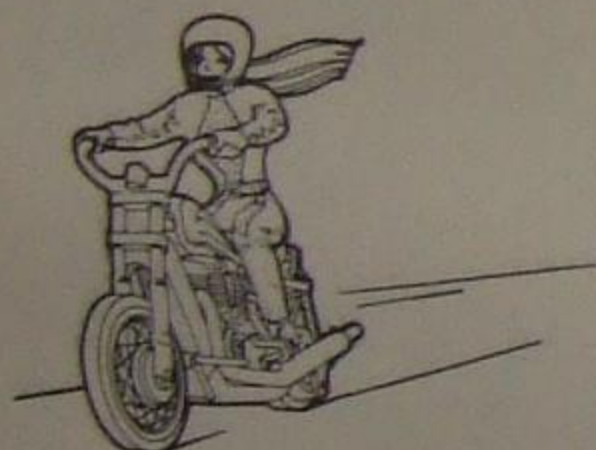
D. LAUNCHING THE TRICK CYCLE

1. Pick an area that is free of obstructions, such as a driveway, parking lot, playroom, etc. The Trick Cycle travels far and fast—so give it room to give its best performance!
2. Lift KICKSTAND into the "UP" position.





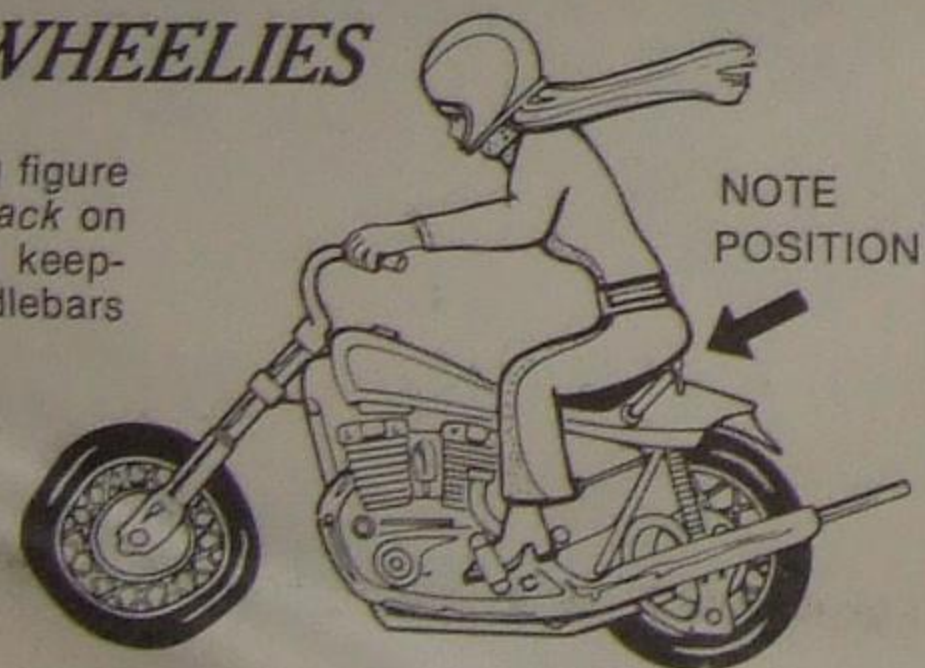
3. Place Trick Cycle onto LAUNCHER, with METAL PINS on each side of bike's rear wheel in SLOT of LAUNCHER base as shown.



4. Turn handle in direction of arrow on Launcher. START SLOWLY, then wind faster and faster, with constant pressure on the handle. When you think Trick Cycle is energized enough (you'll learn to judge by the increasing pitch of its sound), STOP your winding and hold HANDLE. Trick Cycle will automatically leave the LAUNCHER. Seven to ten turns of the LAUNCHER HANDLE is plenty.

E. TO DO WHEELIES

1. Position Derry Daring figure as shown — as far back on bike as possible, but keeping her hands on handlebars and feet in stirrups.



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NOTE: It takes practice to learn just the right speed and the proper positioning of the rider to make Trick Cycle do a wheelie. On rugs, winding to extra-high speed may be necessary; however, on asphalt driveways and concrete walks less winding is necessary, and you may have to position Derry Daring figure further forward to prevent cycle from flipping over as it moves off the Launcher.

F. OTHER STUNT POSITIONS

HEADSTANDS

Pose figure as shown. Push hands onto handlebars and position Derry Daring's head on forward part of saddle. Launch Trick Cycle in normal manner.



CROSS-BIKE STAND

Pose Derry Daring as shown. Place RIGHT hand of figure on RIGHT handlebar. Place RIGHT foot in LEFT stirrup. Twist figure slightly forward, bending LEFT leg until it is about 1/2" off the ground. Launch Trick Cycle in normal manner.



SADDLESTANDS

Pose Derry Daring as shown. Place figure's toes under saddle strap with heels against seat horn. Lean figure forward. Launch Trick Cycle in normal manner.

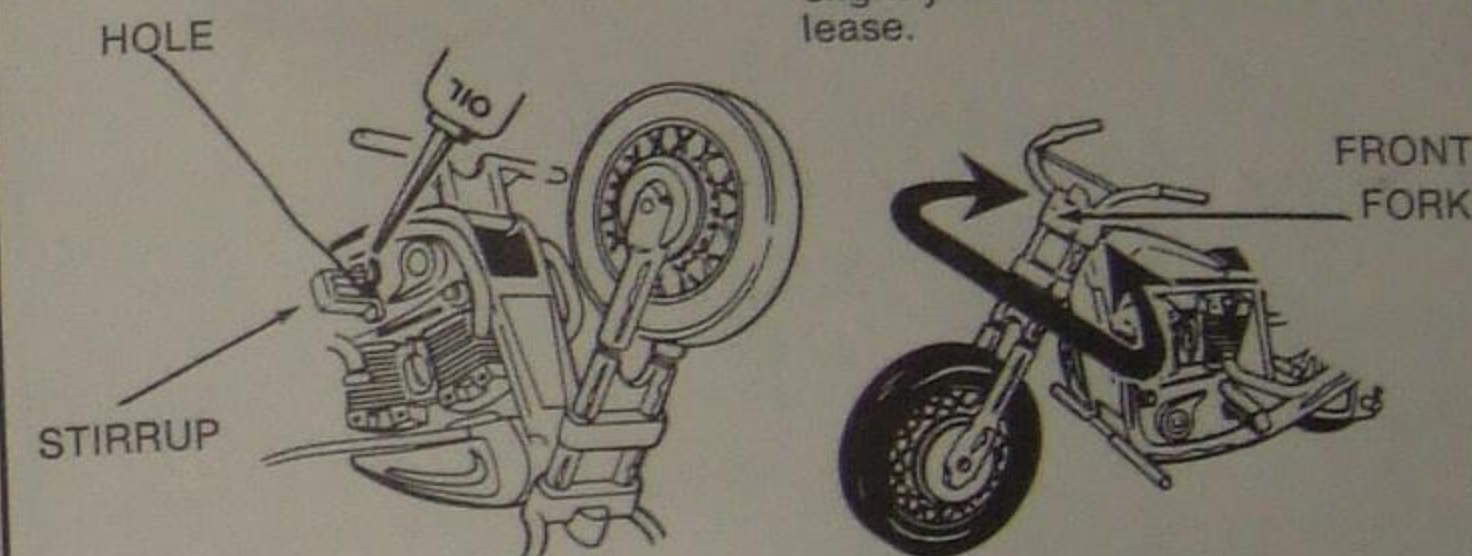


TO MAINTAIN THE TRICK CYCLE'S HI-PERFORMANCE ACTION:

DO NOT run Trick Cycle on long-fiber shag rugs, on sand, or on loosely packed dirt, as lint or particles may collect and clog the mechanism.

A. To keep cycle in top running condition, place a drop of light weight household lubricating oil into HOLE under STIRRUPS onto METAL bearings.

B. If Trick Cycle steers too much to the RIGHT, restore wheel alignment by giving the front fork a slight twist to the RIGHT and releasing. If cycle steers LEFT, gently twist front fork slightly to the LEFT and release.



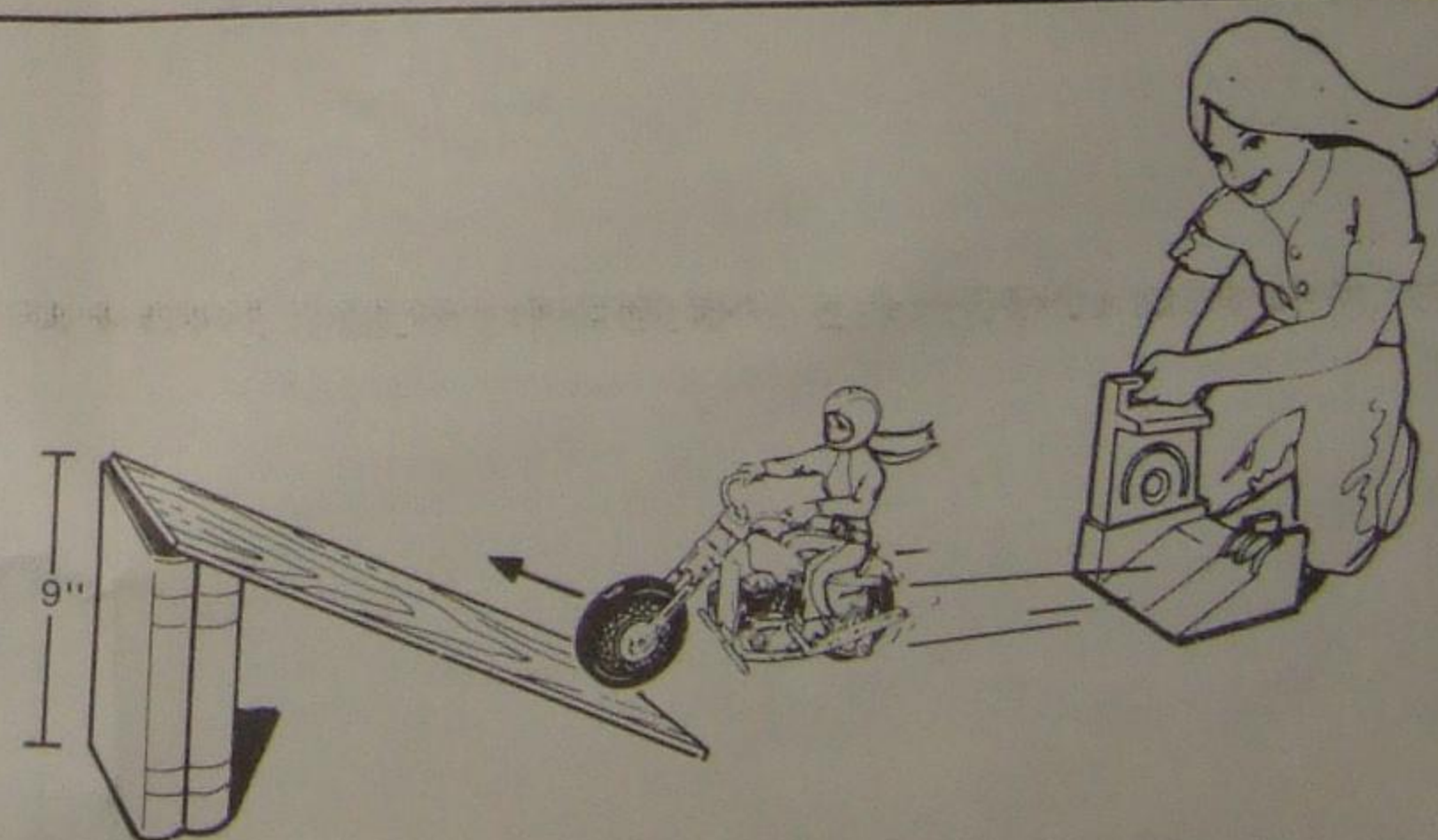
WARNING: DO NOT use your hands to slow or stop the rear wheel of Trick Cycle while it is spinning. It's best to let cycle run out of power by itself.

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

G. JUMPS

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

Position Derry Daring figure on bike with hands on handlebars and feet in stirrups. Launch the Trick Cycle and it will soar through space, land with perfect balance, and continue its run! By adjusting the angle of the ramp and the speed of the Trick Cycle, you may be able to make Derry Daring and her Trick Cycle do a complete mid-air flip!



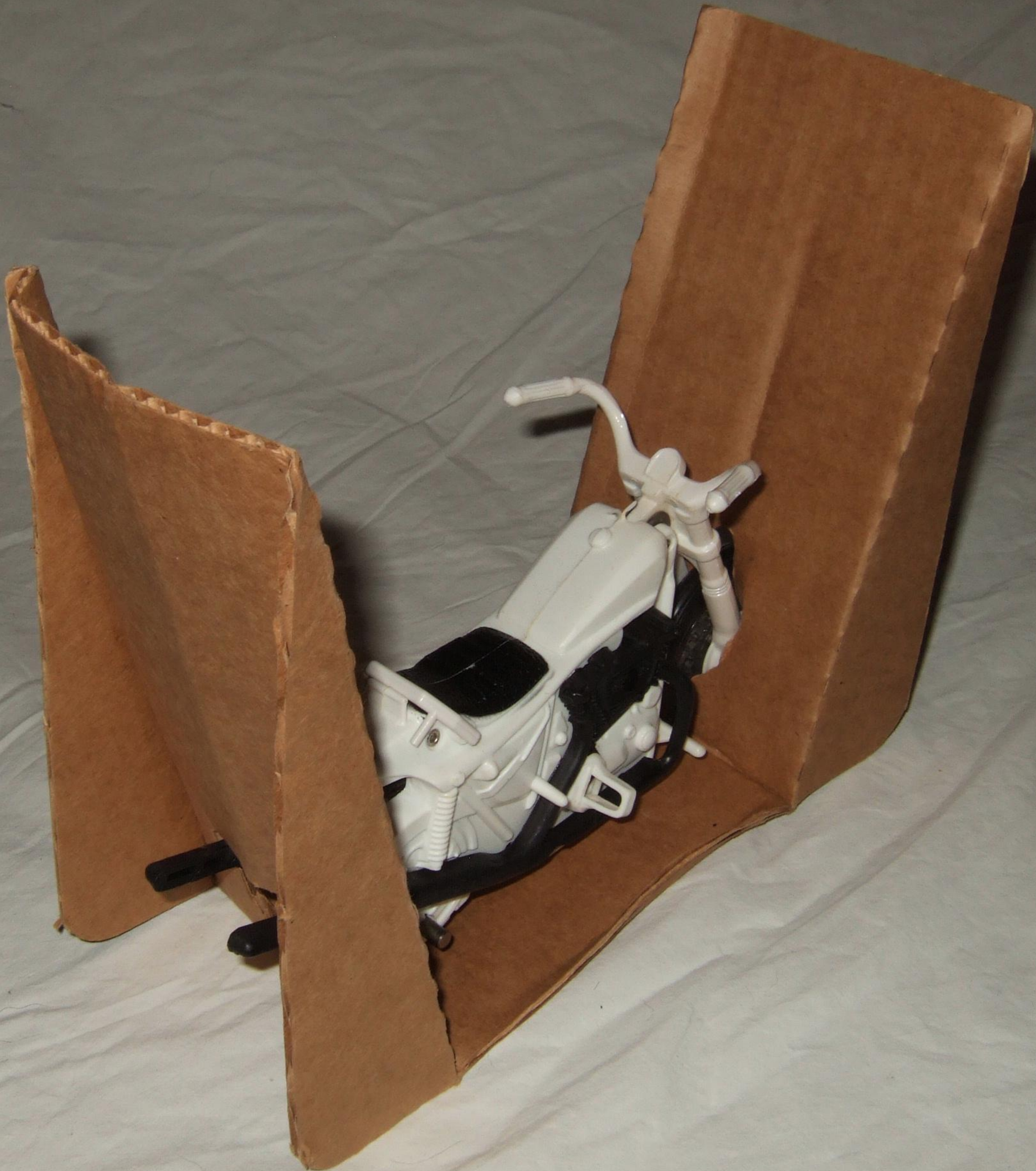




















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