



















KING
OF THE
STUNTMEN

**PHILIP
KNIEVEL™**

IDEAL

FAST TRACKER™

COMPLETE WITH
FAST TRACKER,
CLOTHED FIGURE
AND ENERGIZER



AMAZING
FAST TRACKER
WILL DO
VERTICAL
WHEELIES
FOR LONG
DISTANCES.

GYRO POWERED MOTOR

NEEDS NO BATTERIES OR ELECTRICITY!

FOR
CHILDREN
5 AND UP

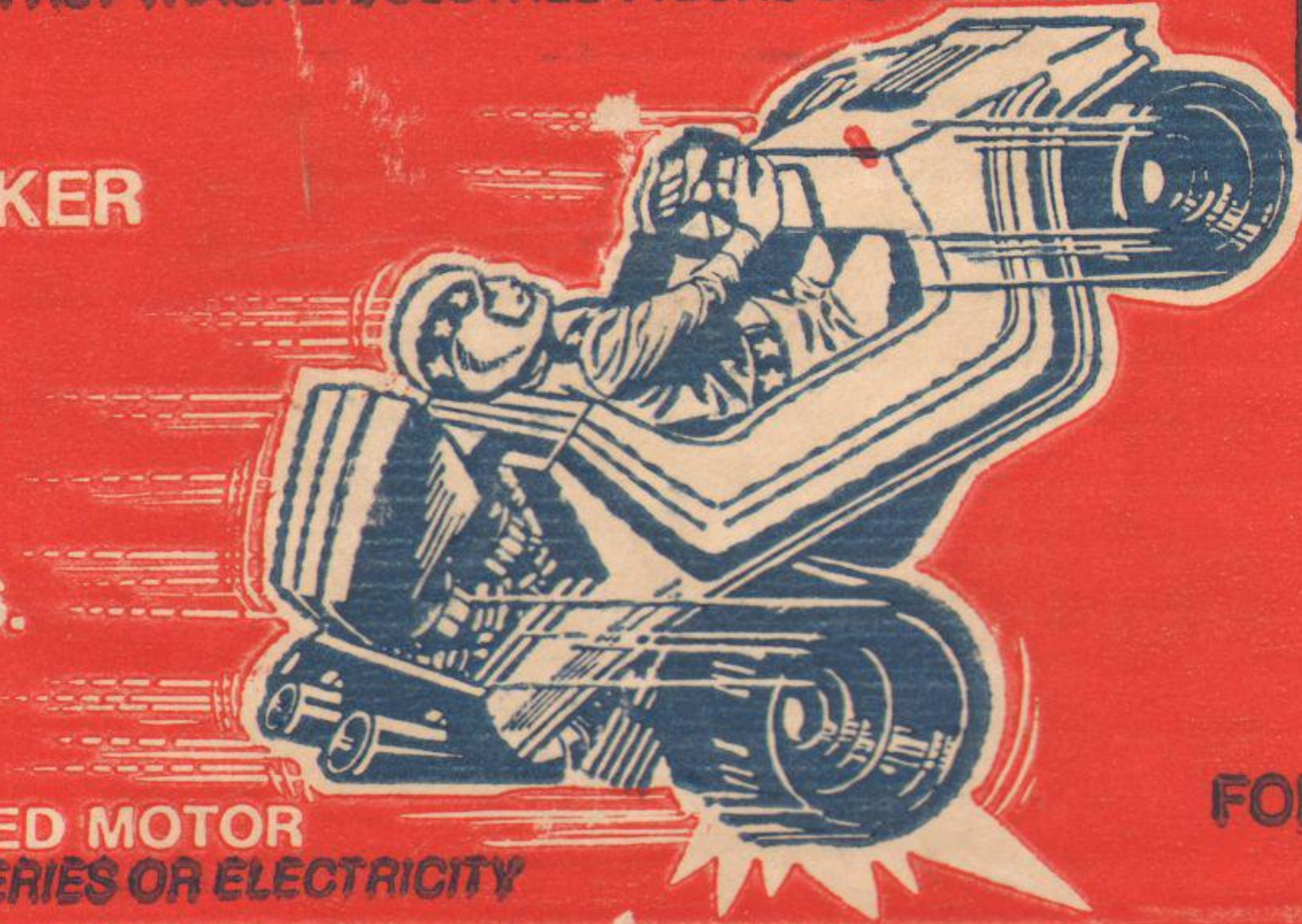
Figure and Clothing Made in Hong Kong

U.S. Patent No.'s 3,650,067 and Other Patents Pending
©1975 Ideal Toy Corporation, Hollis, N.Y. 11423

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FOR CHILDREN 5 AND UP
No. 3442-1

TO:

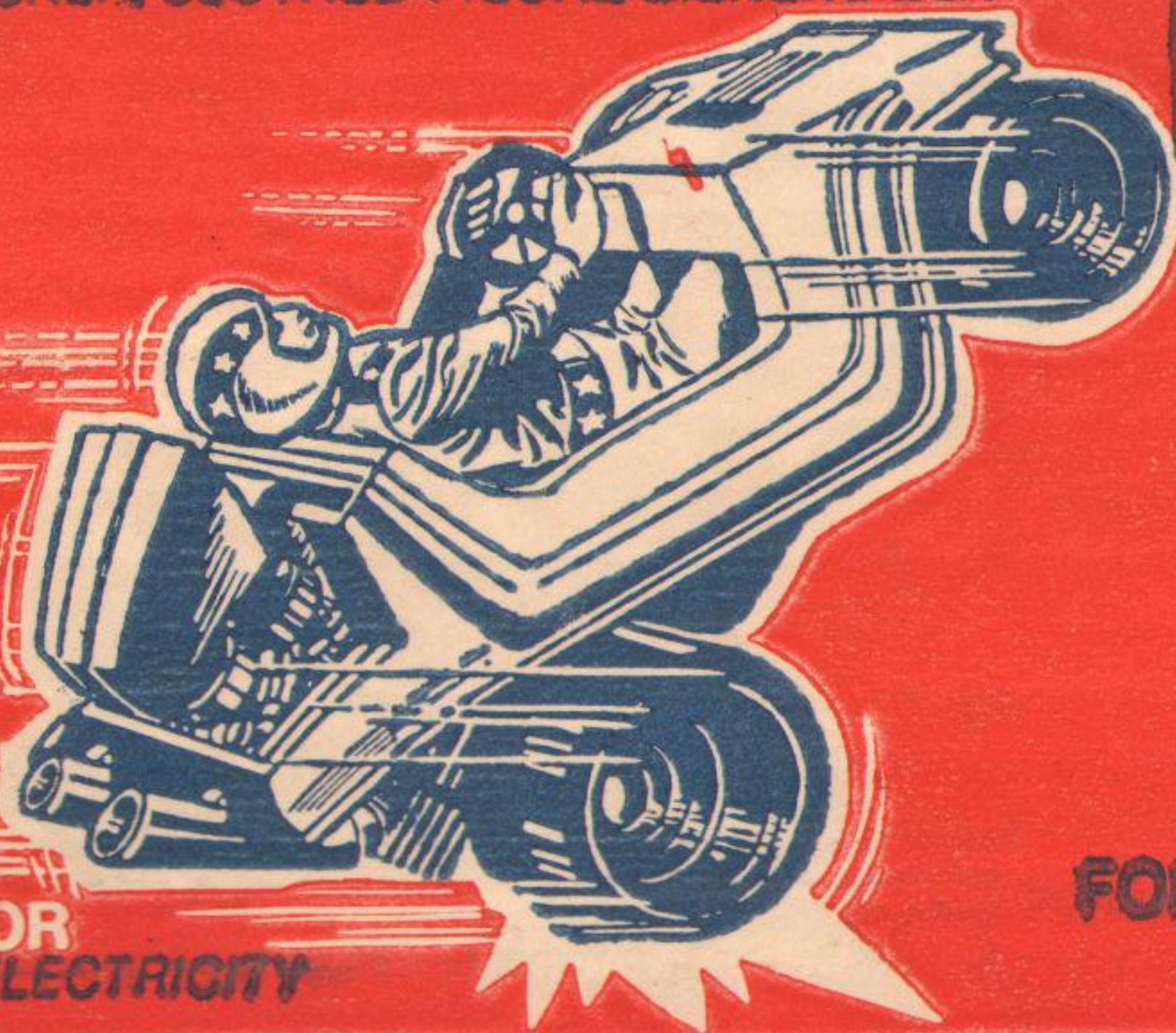
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FOR CHILDREN 5 AND UP

49-58478



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KING
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STUNTMEN
**EVEL
KNIEVEL**



GYRO POWERED MOTOR

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No. 3442-1

1271

FAST TRACKER

COMPLETE WITH
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FOR CHILDREN 5 AND UP

10-58428

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KING
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**EVEL
KNEVEL**



GYRO POWERED MOTOR NEEDS NO BATTERIES OR ELECTRICITY

No. 3412-1



AMAZING FAST TRACKER WILL DO VERTICAL WHEELIES FOR LONG DISTANCES
CYCLO POWERED MOTOR



COMPLETE WITH FAST TRACKER, CLOTHED FIGURE & ENERGIZER
FAST TRACKER

FOR CHILDREN 5 AND UP
No. 2142-1



U.S. Patent No. 2,889,067 and Other Patents Pending © 1975 Ideal Toy Corporation, Hollis, N.Y. 11423

FAST TRACKER



CYCLO POWERED MOTOR

FAST TRACKER

FAST TRACKER

AMAZING FAST TRACKER WILL DO VERTICAL WHEELIES FOR LONG DISTANCES.

GRID POWERED MOTOR NEEDS NO BATTERIES OR ELECTRICITY



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KING OF THE STUNTIMEN
Knievel

IDEAL

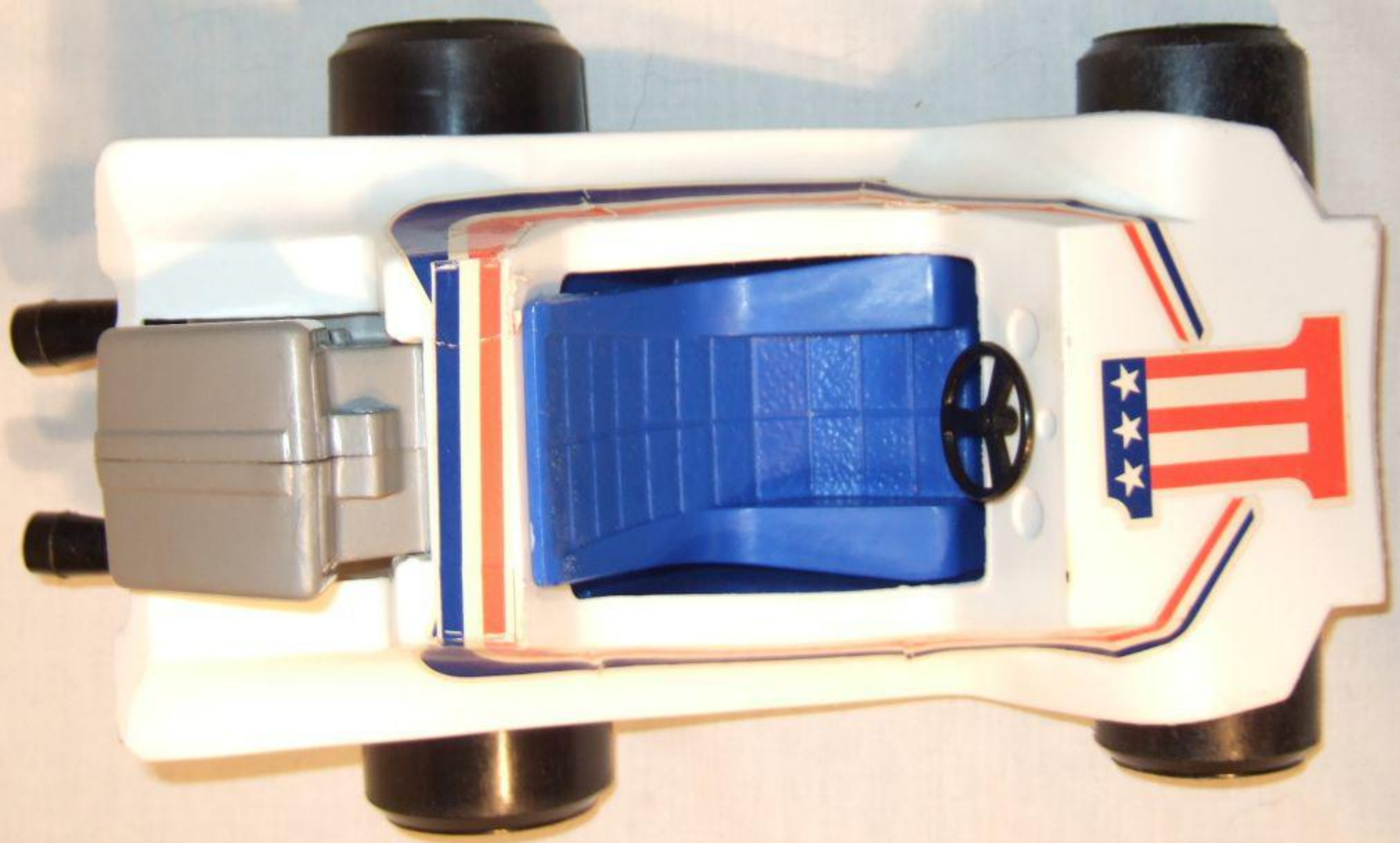
FOR CHILDREN 5 AND UP
No. 3442-1

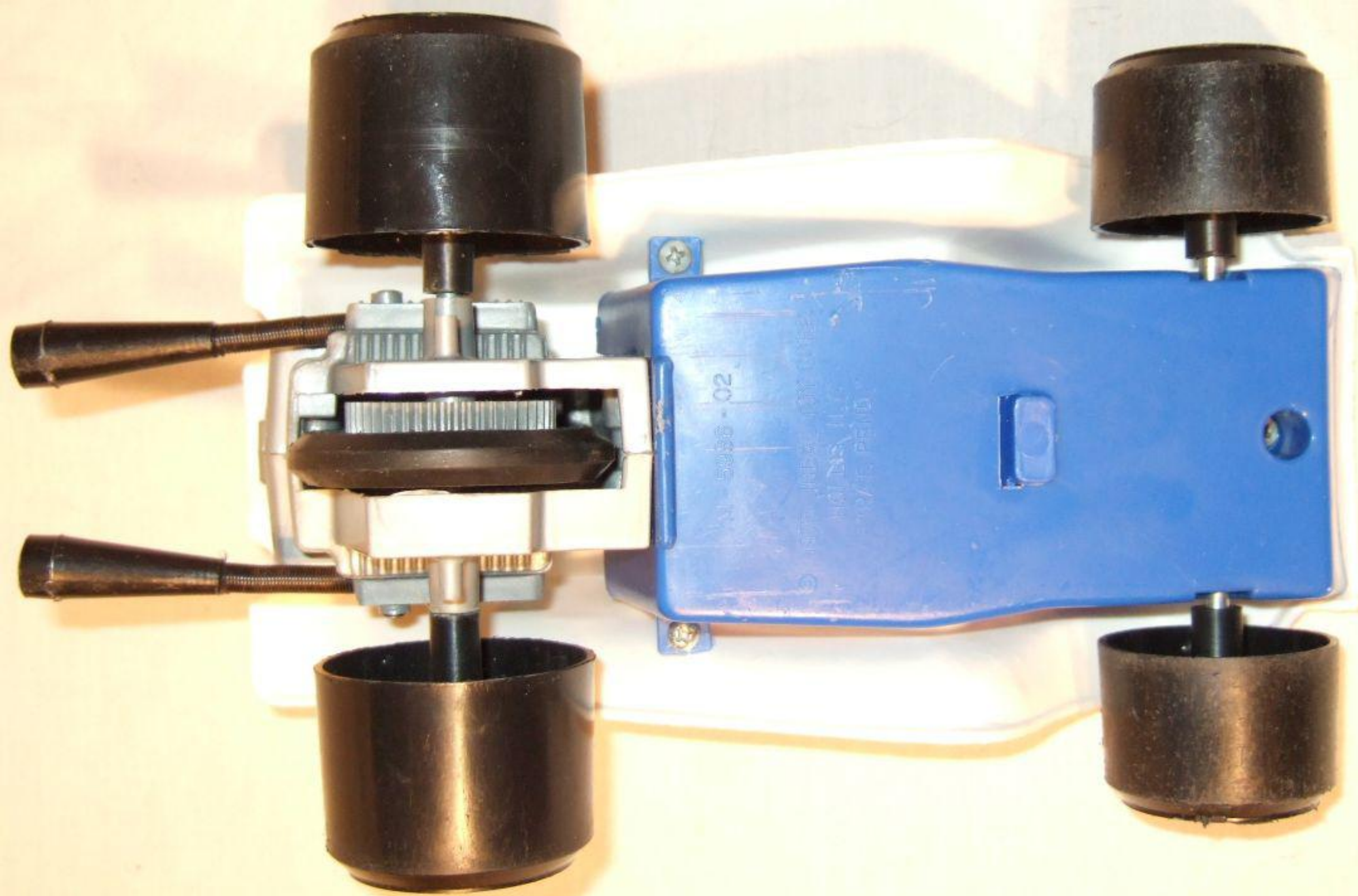
AMAZING FAST TRACKER WILL DO VERTICAL WHEELIES FOR LONG DISTANCES.

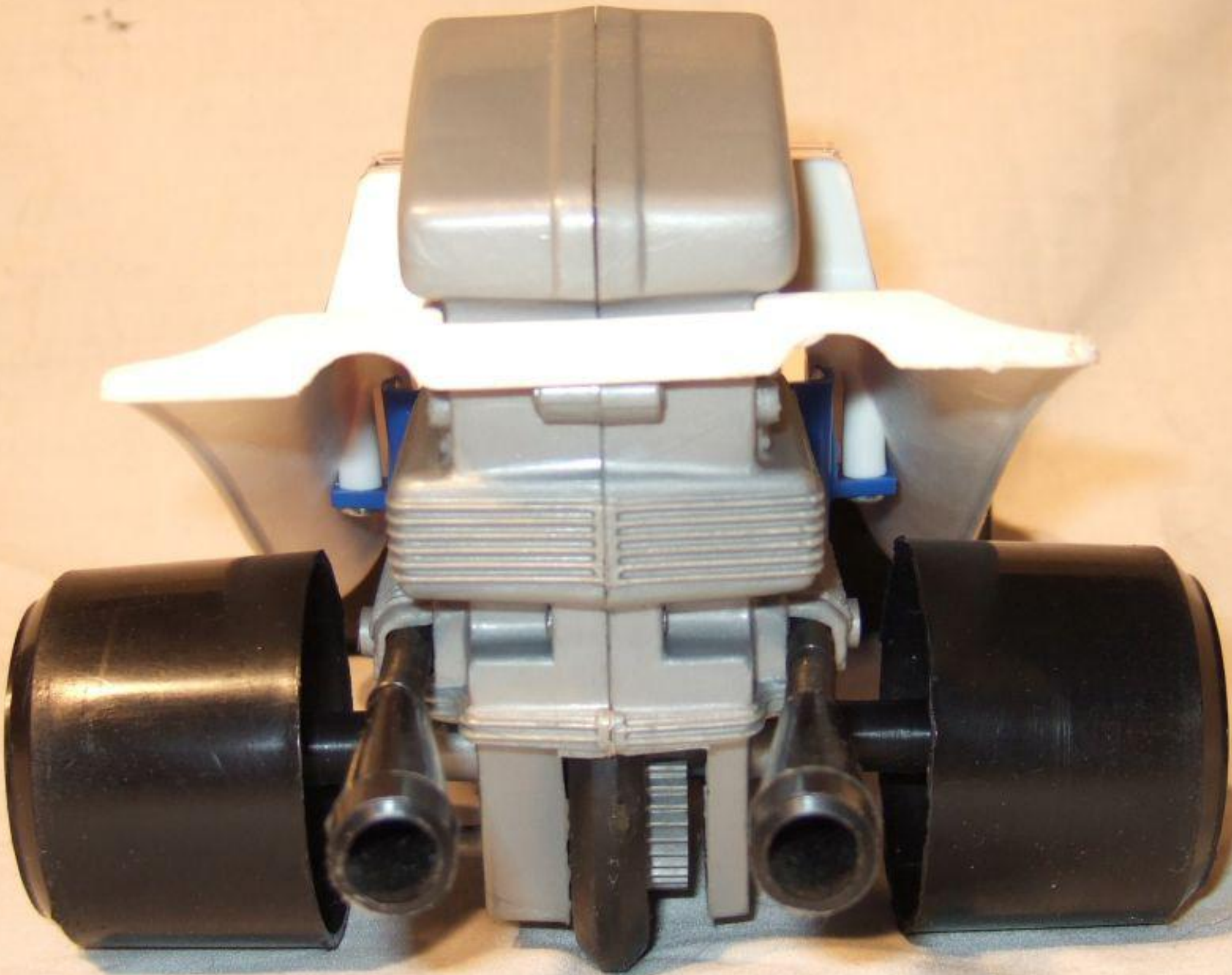


GRID POWERED MOTOR NEEDS NO BATTERIES OR ELECTRICITY





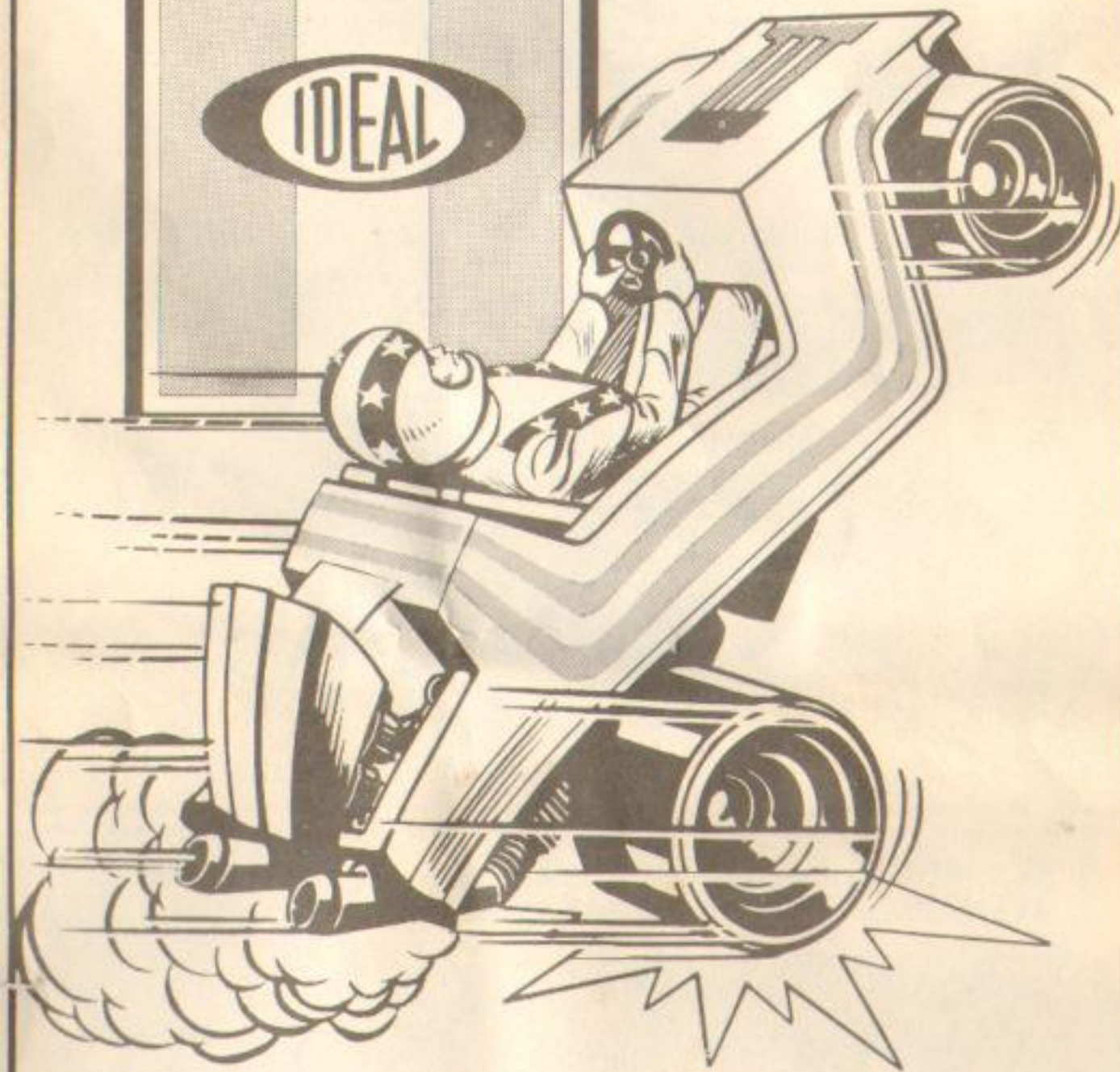




FAST TRACKER

KING OF THE STUNTMEN
EVEL KNieVEL

IDEAL



ASSEMBLY AND PLAY INSTRUCTIONS

You're a lucky boy for now you are the proud owner of **Evel Knievel's** sensational **Fast Tracker** — Like other **Evel Knievel** vehicles it is one of the most amazing toys ever created. It actually lifts into a vertical wheelie as it leaves the winder, runs for a long distance and all by itself it slows down and rides on "all four."

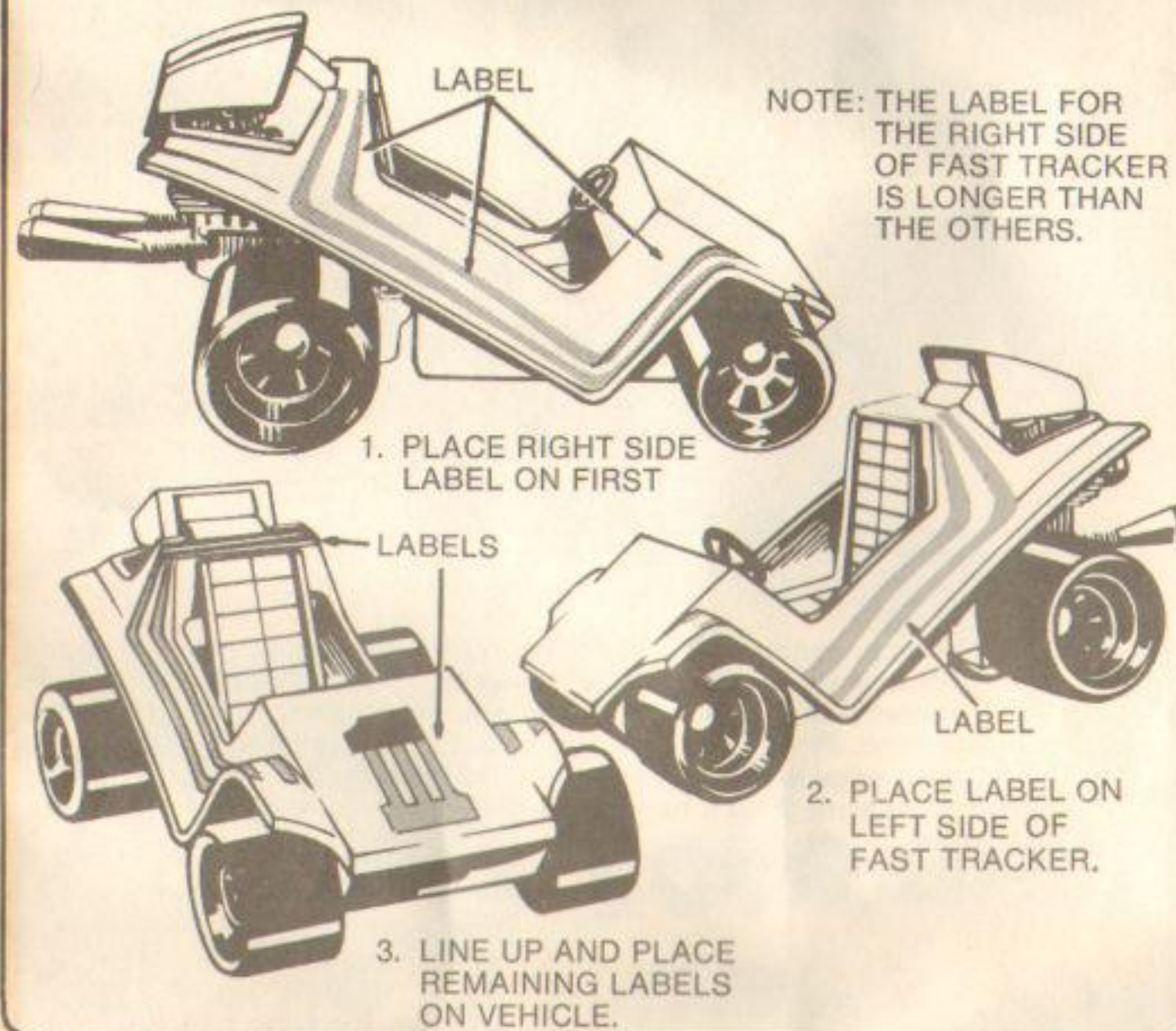
You can make a small jump ramp and have **Evel Knievel** in his **Fast Tracker** do a vertical wheelie off it. You'll enjoy the wildest stunts on wheels with the **Evel Knievel Fast Tracker**.

1 LABELS

Remove LABELS from backing and decorate **Fast Tracker** with them.

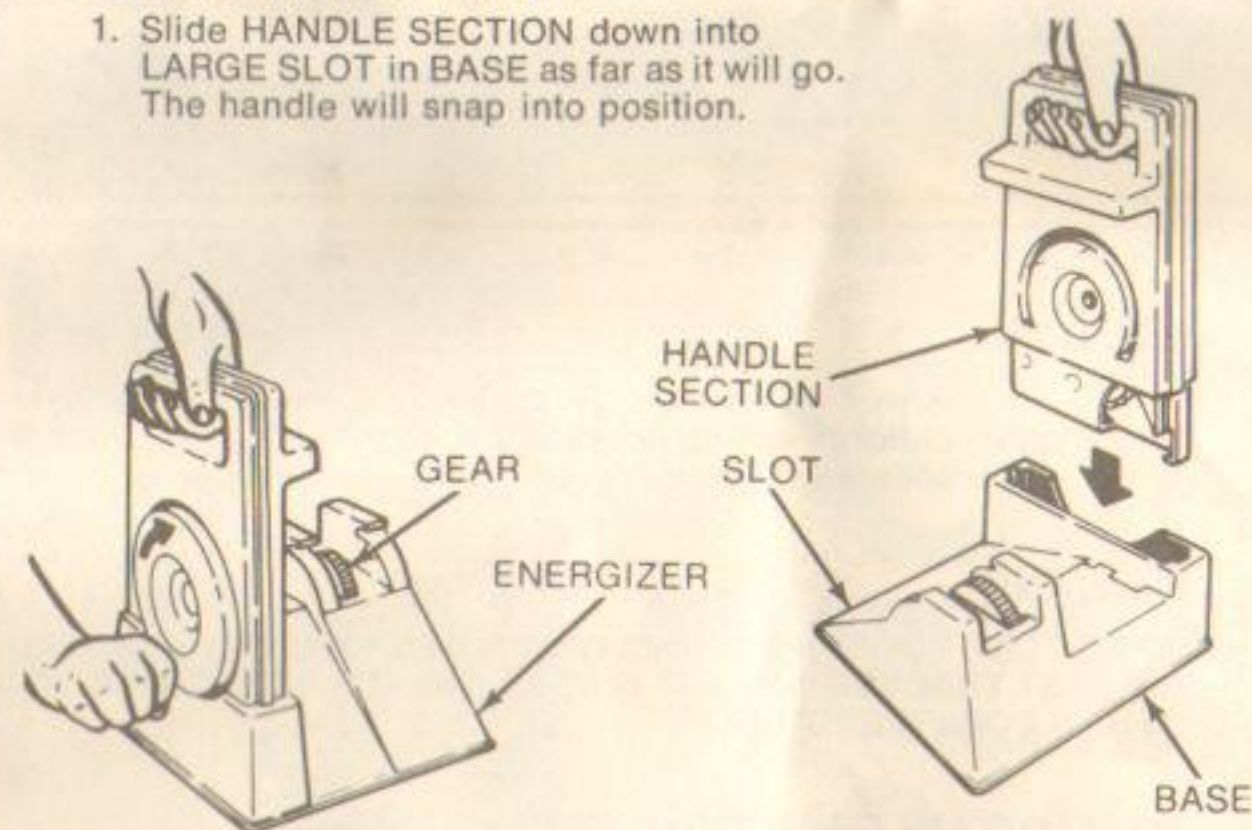
NOTE:

Follow the diagrams step by step.



2 ENERGIZER ASSEMBLY

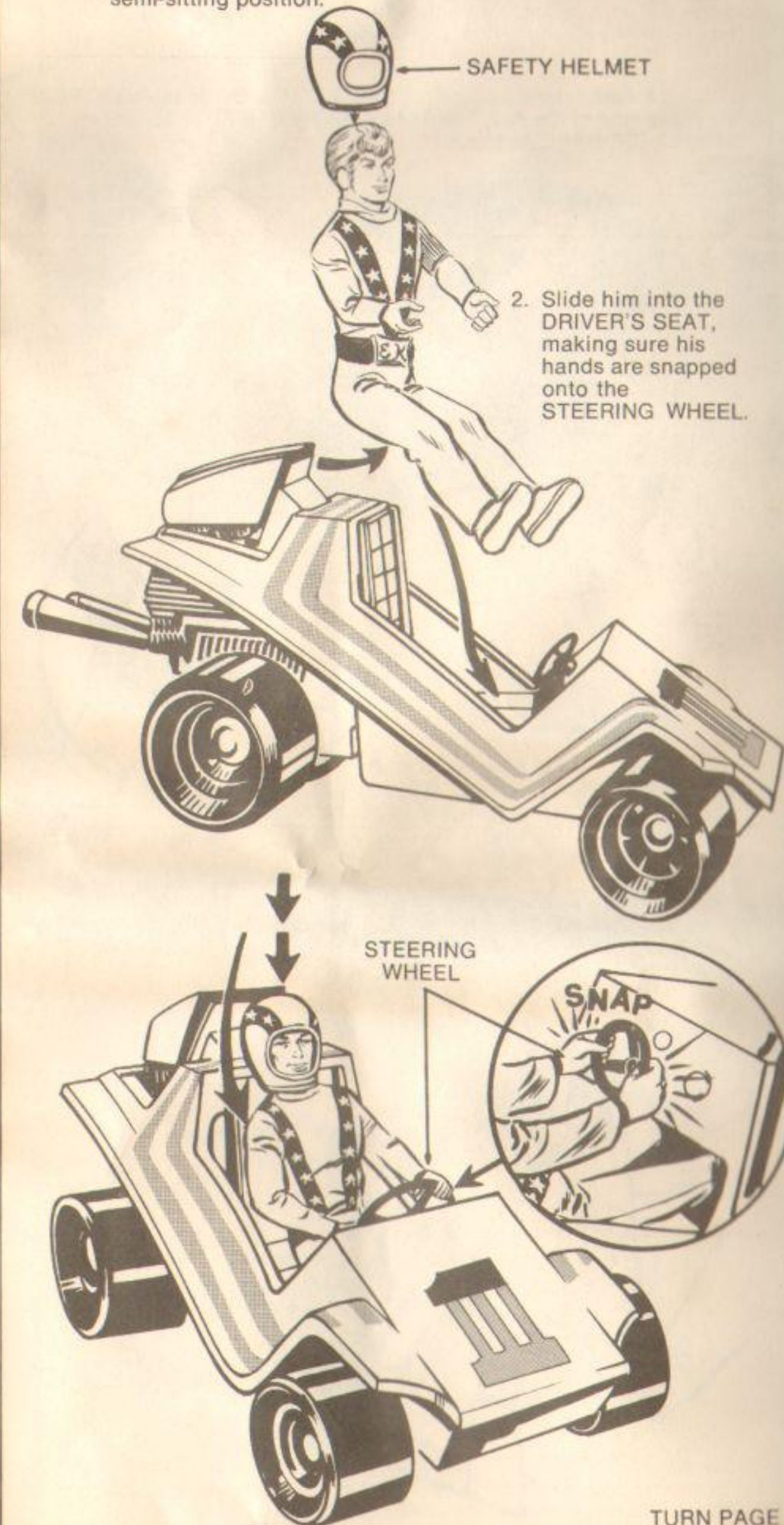
- Slide HANDLE SECTION down into LARGE SLOT in BASE as far as it will go. The handle will snap into position.



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

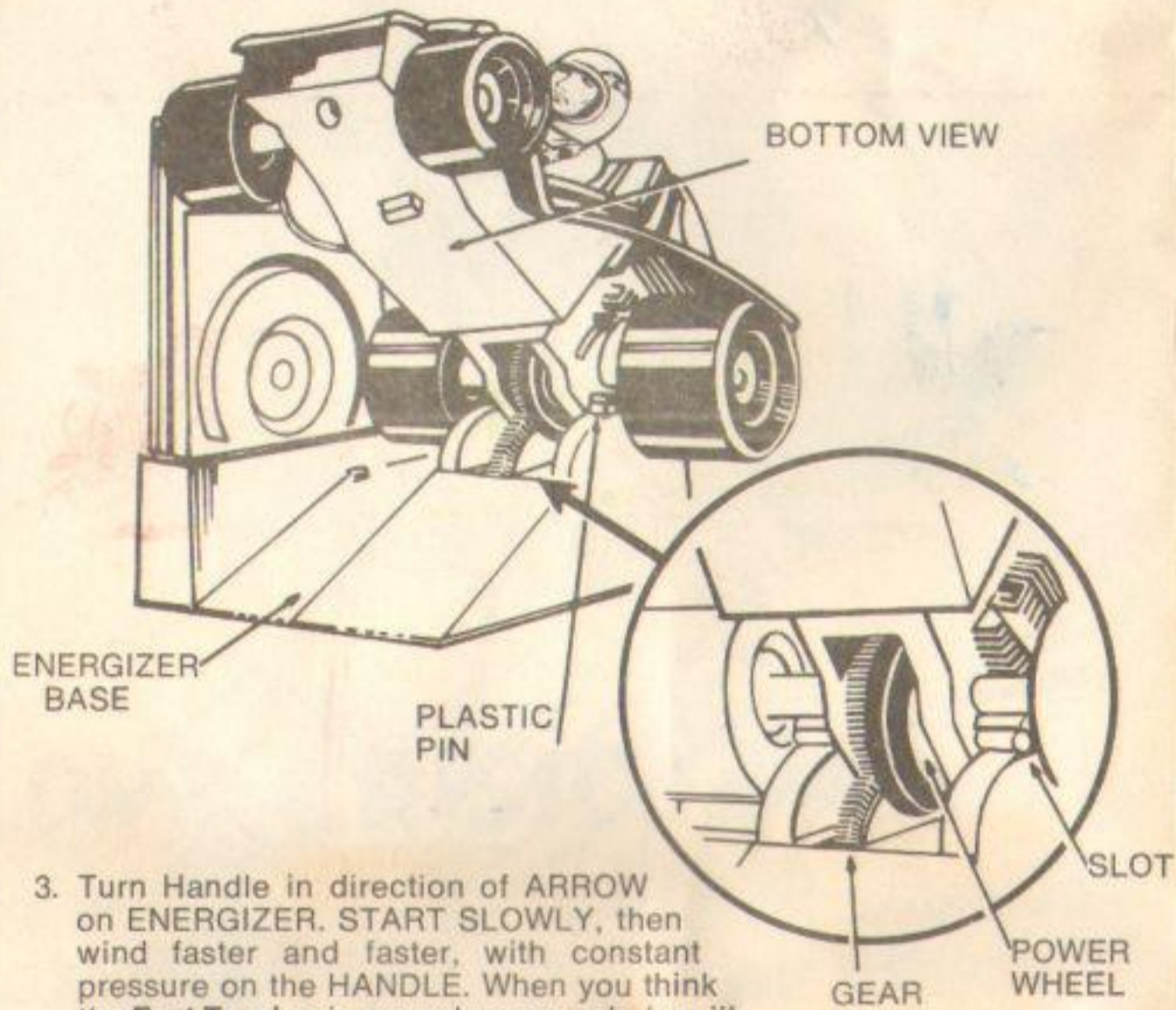
3 SEATING EVEL KNieVEL INTO FAST TRACKER

- Bend your **Evel Knievel** into a semi-sitting position.

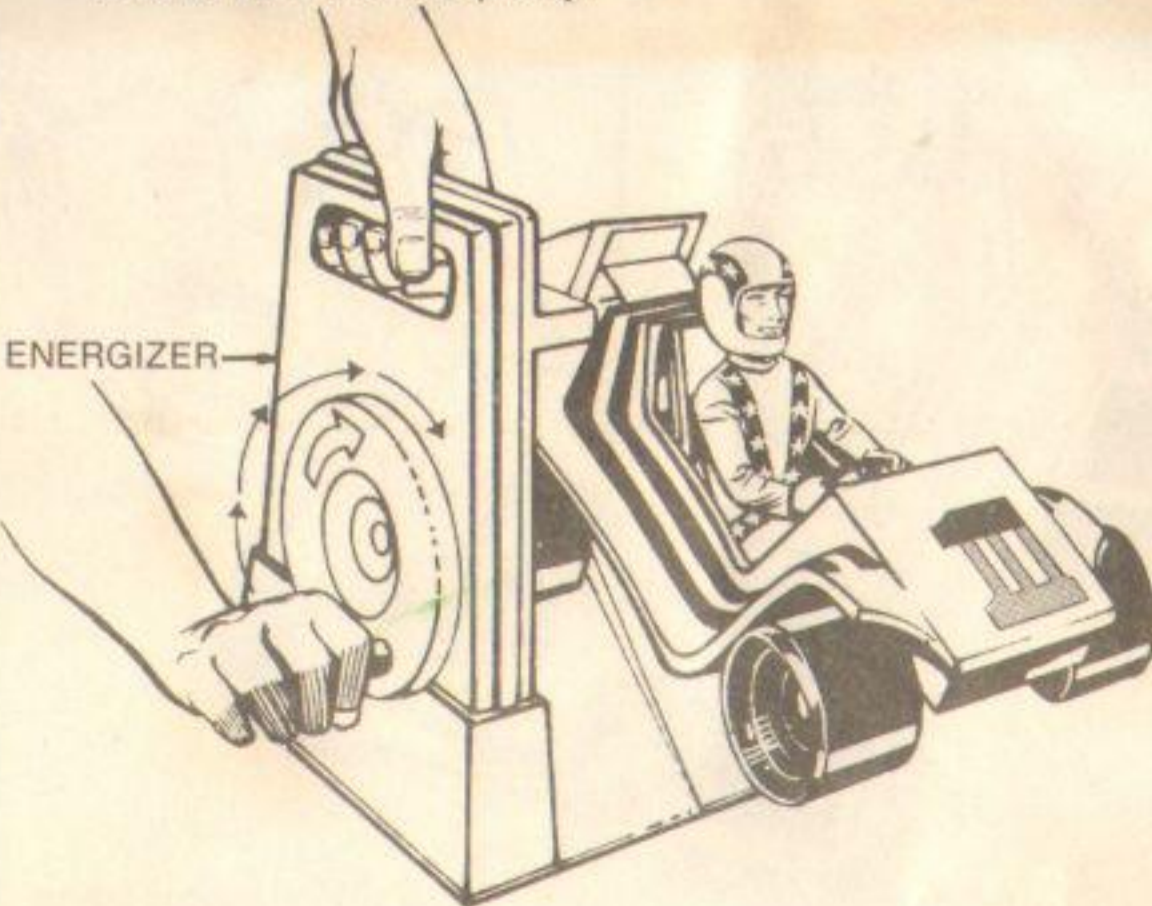


4 WINDING UP FAST TRACKER

1. Pick an area that is fairly free of obstructions, such as a driveway, sidewalk, parking lot, playroom, etc. The **Fast Tracker** travels far and fast so give it room for best performance.
2. Place the **Fast Tracker** onto the **ENERGIZER**, with the **PLASTIC PINS** on either side of the **Fast Tracker's** **POWER WHEEL** in **SLOTS** of **ENERGIZER BASE** as shown.

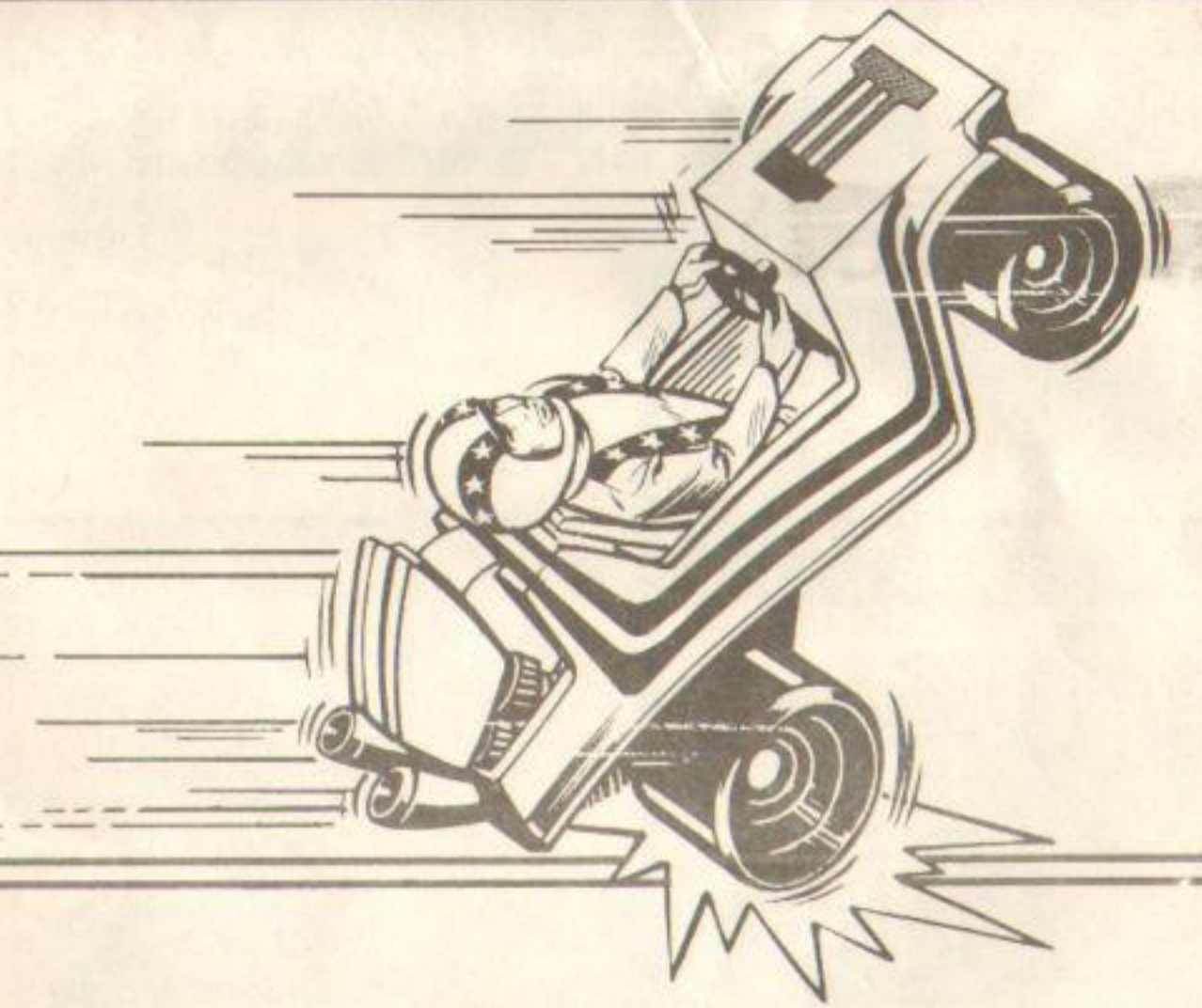


3. Turn Handle in direction of **ARROW** on **ENERGIZER**. **START SLOWLY**, then wind faster and faster, with constant pressure on the **HANDLE**. When you think the **Fast Tracker** is wound up enough, (you'll learn to judge by the increasing pitch of its sound) **STOP** your winding and hold the handle. The **Fast Tracker** will automatically launch itself from the **Energizer**. Seven to ten turns of the **Handle** is plenty.



5 TO DO WHEELIES

Generally, the **Fast Tracker** will do wheelies as it leaves the **ENERGIZER**. If it doesn't, turn the **Handle** at a greater rate of speed to make it rise into a wheelie.



6 JUMPS

You can make a jump out of various materials found in the home. For example, a piece of $\frac{1}{4}$ " plywood about 18" long by 10" wide makes a fine ramp. Raise one end of the ramp about 8" off the ground. Place the **Energizer** about 2 feet away from ramp, with front edge of **Energizer** parallel to lower end of ramp as shown. Make sure **Evel's** hands are holding on to the steering wheel.

Wind up the **Fast Tracker** and it will carry **Evel** soaring through the air, land with perfect balance, and continue its run.



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.

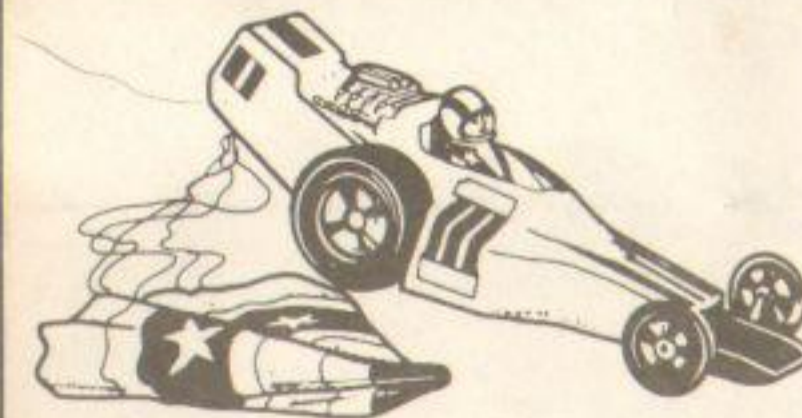
WARNING:

DO NOT USE YOUR HAND TO SLOW OR STOP THE DRIVE WHEEL OF THE **FAST TRACKER** WHILE IT IS SPINNING. IT'S BEST TO LET IT RUN OUT OF POWER BY ITSELF.

TO MAINTAIN FAST TRACKER'S HI-PERFORMANCE ACTION:

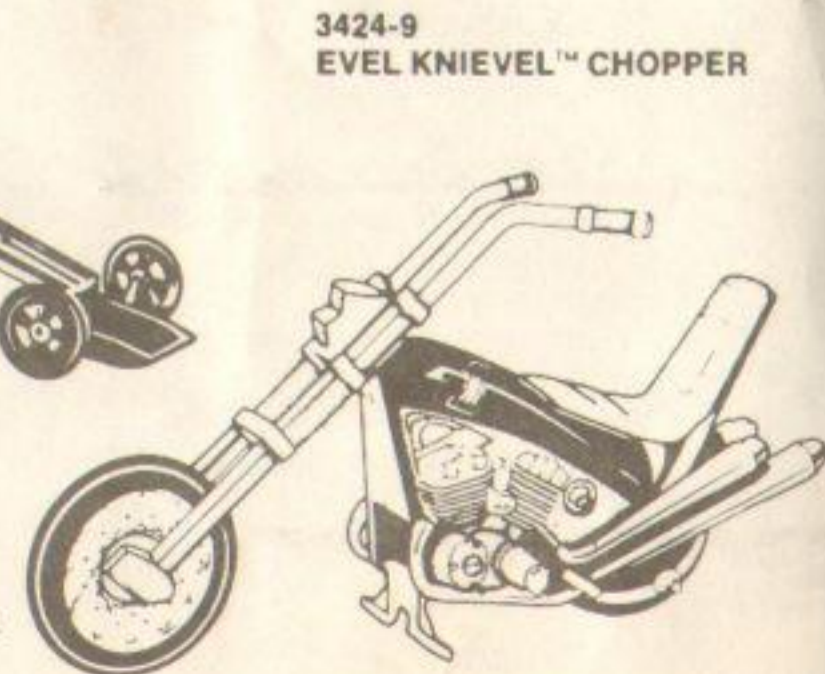
Do not run **Fast Tracker** on long fiber shag rugs, on sand, or on loosely packed dirt, as lint or particles may collect and clog the mechanism.

LOOK FOR THESE AND OTHER EXCITING **EVEL KNEIVEL** PRODUCTS AT YOUR LOCAL DEALERS!!



3426-4
EVEL KNEIVEL™ FORMULA 1 DRAGSTER

• Complete with figure and energizer.



3424-9
EVEL KNEIVEL™ CHOPPER