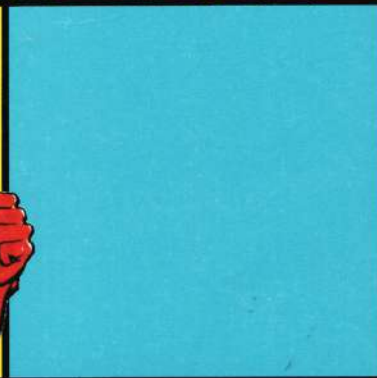
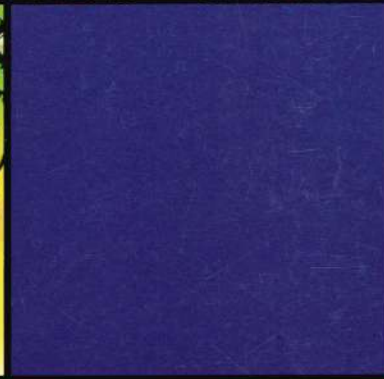
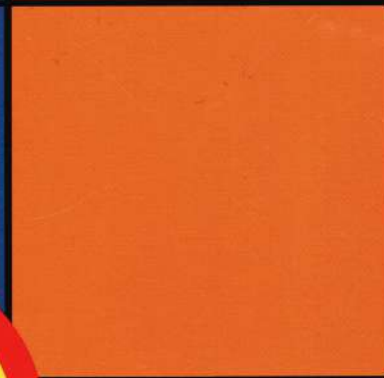
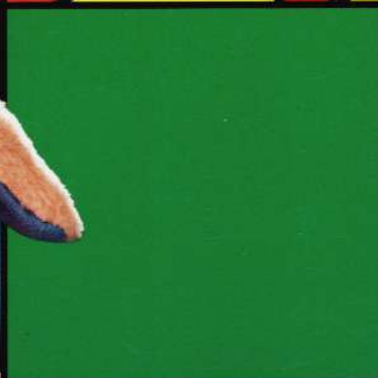
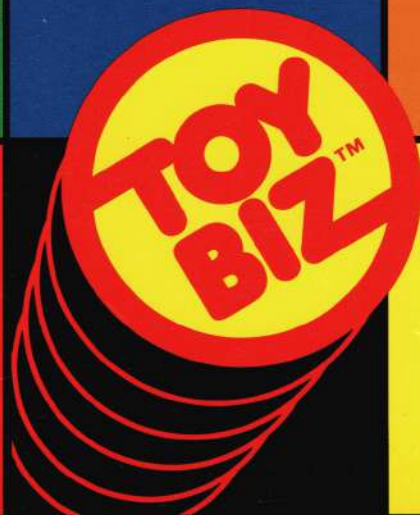




AND A WHOLE
LOT MORE
1 9 9 1



THIS GAME'S A
RIOT!



THE UNCANNY X-MEN

Marvel's X-Men are Wolverine, the claw-carrying master of hand-to-hand combat, Cyclops, whose laser-like eye beams can shatter boulders, Storm, who can control the weather, the acrobatic Night Crawler who has the amazing power of teleportation, the high-flying Arch Angel, whose secret weapon is paralyzing wing-tip darts and the super-strong Colossus whose body is made out of living steel. The X-MEN are more than super heroes, they are mutants, each possessing a unique and extraordinary ability gained at birth. Their individual skills were honed by their mentor, Professor X, who saw a critical need to create a team of good mutants to save mankind from the deadly threat of Evil Mutants led by the malevolent master of magnetism, Magneto.

Magneto and his allies, Professor X's evil stepbrother, Juggernaut, the unstoppable living battering ram, and Apocalypse, the sinister size-changing weapons master, believe that they have been oppressed by humankind. Their goal is to enslave mankind and create a new civilization mercilessly dominated by themselves. Only one group has the determination, the matchless courage and the awesome power needed to stand up to the Evil Mutants and fight to save mankind from certain doom the X-MEN!

- AN X-MEN COMIC BOOK SOLD EVERY SECOND OF EVERY DAY
- 35 MILLION COPIES SOLD EACH YEAR IN THE U.S. ALONE
- OVER 140 MILLION IMPRESSIONS PER YEAR
- X-MEN COMICS SOLD IN OVER 45,000 RETAIL OUTLETS



COLOSSUS™

Power-arm lifting mechanism and metallized "steel" skin. Comes with separate oversized barbell.

NIGHT CRAWLER™

Fully articulated figure with suction cups at hand and leg to aid in all wall climbing adventures. Fully poseable tail and separate sword complete the set.

JUGGERNAUT™

Features roller motion that permits figure to crash into objects. Complete with removable ramming armor.

CYCLOPS™

Unique, lighted laser ray power to be used with "mutant sensor" machinery which detects all Evil Mutants in the X-Men line. Battery Included.

MAGNETO™

This leader of the Evil Mutants comes with "metal debris" that cling to unique, hidden magnetic areas on figure's body. Removable helmet included.

WOLVERINE™

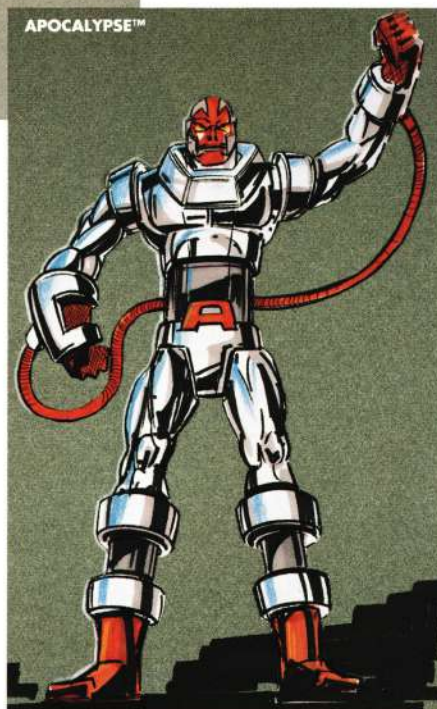
Spring-activated flexible claws which retract into arm. Comes complete with removable helmet/mask and sword.



ARCH ANGEL™

ARCH ANGEL™

Flapping wing action which holds two manually launched missiles.



APOCALYPSE™

Features real "growth mechanism" to extend figure to its fullest height. Comes with "jeweled" extension staff.

STORM™

Real flashing lightning bolt simulates Storm's "lightning force" when attached to figures hand. Battery included.



STORM™

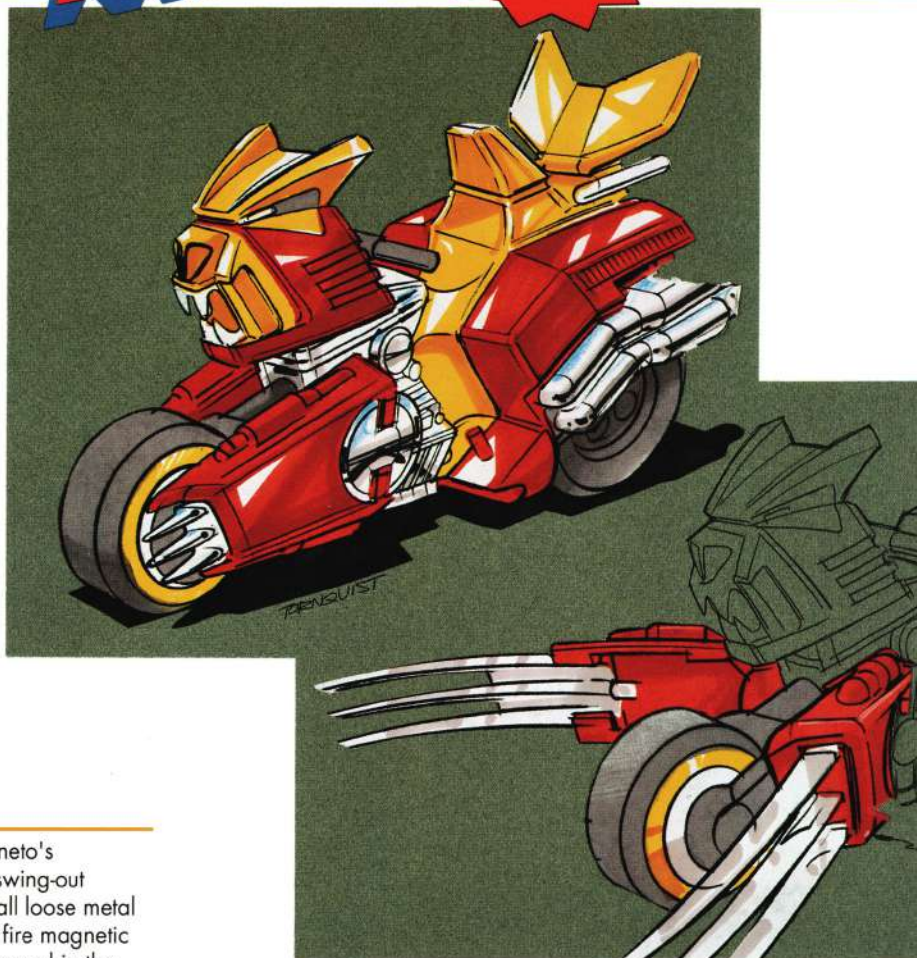
ASST. NO. 4900

Wolverine, Colossus, Night Crawler, Cyclops, Magneto, Arch Angel, Storm, Apocalypse, Juggernaut. (SEE PRICE LIST FOR DETAILS.) FOR AGES 5 AND UP.

NO. 4962**WOLVERINE™ MUTANT CYCLE™**

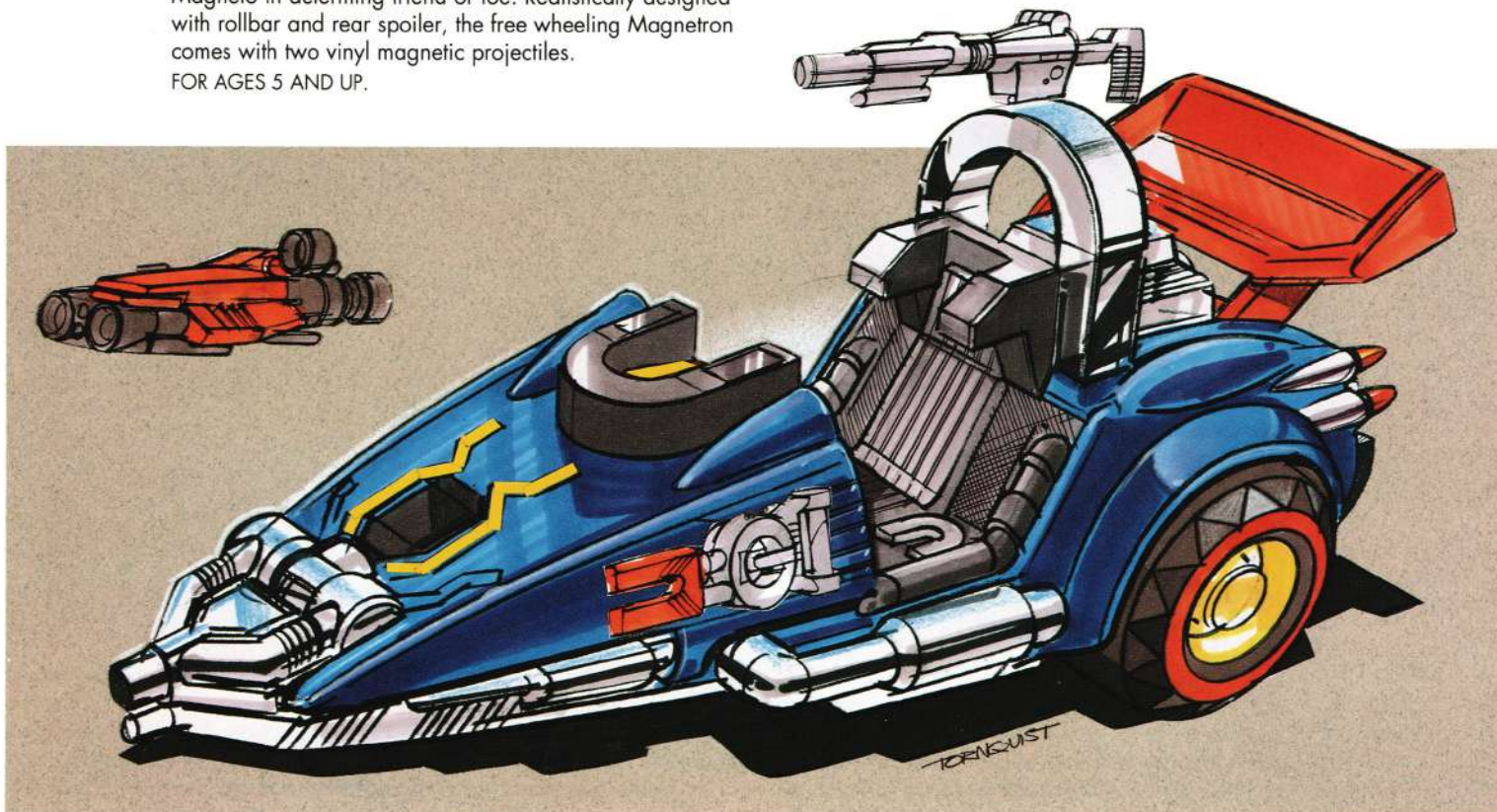
Realistically styled down to the last detail, Wolverine's three-wheelin' Motorcycle is ready for revved up action with claws popping out from the front wheel for surprise attacks on the Evil Mutants. The Mutant Cycle is able to pop a wheelie, and with the transformable Wolverine face on the front, this free wheeling vehicle is uniquely designed for the most popular of the X-Men, Wolverine.

FOR AGES 5 AND UP.

**NO. 4961****MAGNETO™ MAGNETRON™**

Leading the attack of the Evil Mutants, Magneto's Magnetron is ready for action with double swing-out ground sweeping extension arms to collect all loose metal debris and hidden spring action catapult to fire magnetic projectiles for long distance battles. And encased in the nose of the vehicle is a special hidden magnet to aid Magneto in determining friend or foe. Realistically designed with rollbar and rear spoiler, the free wheeling Magnetron comes with two vinyl magnetic projectiles.

FOR AGES 5 AND UP.



THE UNCANNY

X-MEN

NEW

X-MEN KID SIZE ACCESSORY KITS

FOR AGES 5 AND UP.

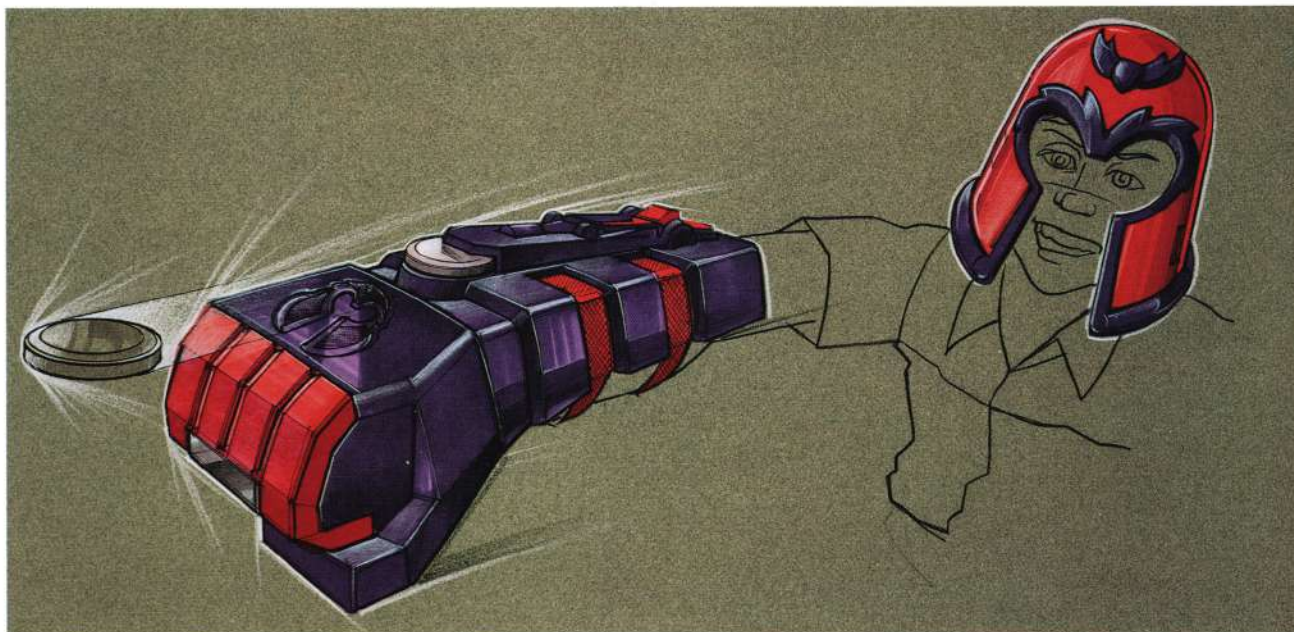
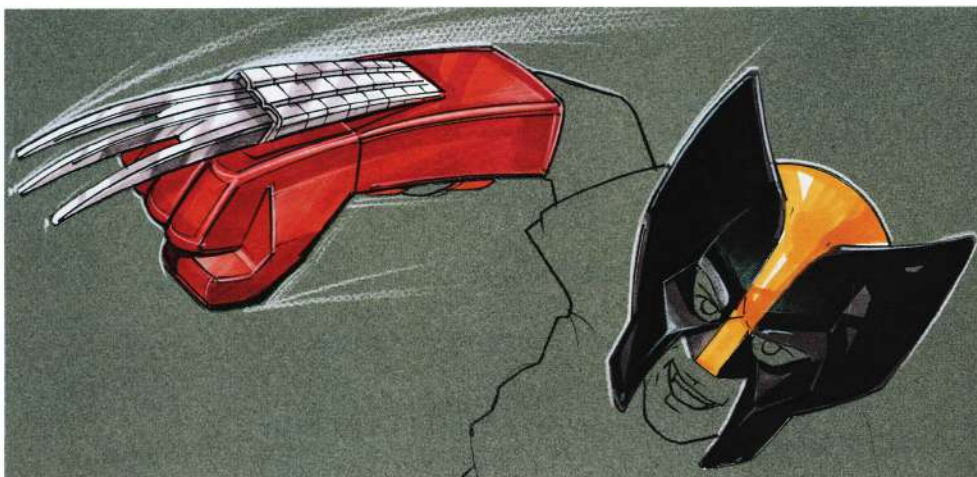


NO. 4983 CYCLOPS™

Experience the laser power of Cyclops with this kid size X-Men headpiece. With a real "laser" light beaming from the eye opening, any child can seek out the opposition and "blow" them to destruction. Button activated light source.

NO. 4981 WOLVERINE™

Simulate Wolverine's mastery of hand-to hand combat by first strapping on the look alike head mask and then slipping into the adjustable, life like glove with real expandable and retractable "claws". Made of soft, safe vinyl the hidden claws allow any child to imitate the exciting scenarios of Wolverine himself.



NO. 4982 MAGNETO™

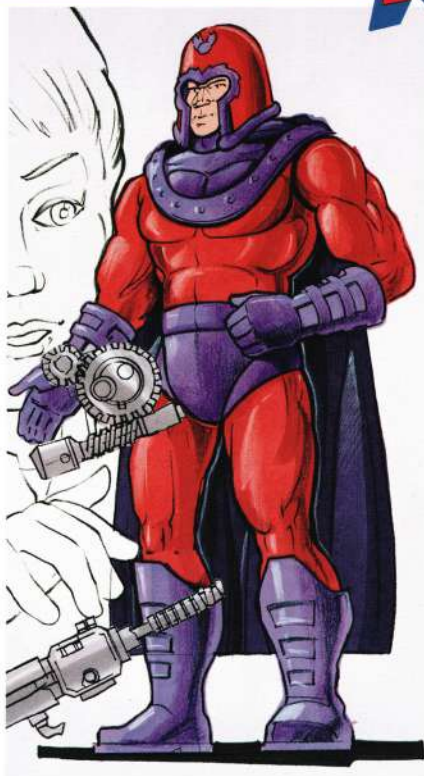
Imagine strapping on the Magneto super glove and adjusting the head mask for a secure fit. Next, load the disc shooter on the glove and take aim at the evil forces target. And knowing there's a hidden magnet in the fist of the glove creates unlimited role playing situations. Playset comes complete with head mask, adjustable glove and three magnetic disc shooters.

X-MEN SUPER SIZE

FOR AGES 5 AND UP.

**NO. 4921
MAGNETO™**

No wonder this mastermind of the Evil Mutants has grown to such incredible height. Magneto, the master of magnetism, leads the way with full articulation at arms, neck, and hips. With a hidden magnetic area, Super Size Magneto comes equipped with removable helmet and separate "metal debris" for lots of magnetic fun.

**NO. 4922
WOLVERINE™**

Standing a full 15" high and fully articulated at the arms, neck and hips, this super size mutant good guy stands tall in the face of all evil. Truly realistic down to the last detail, Super Size Wolverine has extended claws on one arm, open hand for grasping on the other. Figure comes completely outfitted with removable mask and battle sword.

**X-MEN DANGER ROOMS**

FOR AGES 5 AND UP.

**NO. 4973
CYCLOPS™ LIGHT FORCE ARENA™**

The power is in the unique laser light force that only Cyclops possesses. This training area features "exploding" steel box, collapsible "stone" wall, and practice enemy target that succumbs only when Cyclops is in command. Figure mounts on swivel target base. Attaches to all other Danger Rooms for unlimited play environments.

**NO. 4971
WOLVERINE™ COMBAT CAVE™**

Never before have so many forces challenged Wolverine at once. The Combat Cave features a spinning, moving "octopus" with detachable tentacles for lots of "clawing" practice, "steel" fencing for Wolverine to tear through, sliding attack target, and crumbling wall all for Wolverine to complete his rigorous training. Of course, only Wolverine is a match for the Combat Cave! Attaches to all other Danger Rooms to create unlimited play environments.

MARVELTM SUPERHEROESSM

They are the most incredible champions mankind has ever seen. They are the mighty Marvel Super Heroes – the amazing web-spinning Spider-Man, the crime-stopping Punisher, Thor, master of the awesome storm-bringing hammer, Iron Man, whose armor is packed with super powers, the ultimate super soldier of freedom, Captain America, the strongest mortal in the world, the Incredible Hulk, the sky-riding, cosmic-powered Silver Surfer, and the defender of justice and master of hand to hand combat, Daredevil.

They have pledged to use their great powers and awesome abilities to shoulder the ultimate responsibility, saving mankind from the threat of the world's deadliest villains – Dr. Doom, the evil genius and king of Latveria, who seeks to become the merciless emperor of the world and whose weapon packed, nuclear-powered armor make him the most dangerous super-villain of all, Dr. Octopus, who plans to use his brains and terrifying, life-like metal tentacles to make him the greatest crime lord of New York City, Venom whose goal is to use his own Spider-Man-like powers to destroy Spider-Man, and the horrifying and unpredictable Green Goblin, who loves to fly through the evening skies of New York on his jet-powered batwing glider and randomly throw devastating pumpkin bombs at unsuspecting victims.

The Marvel Super Heroes will never rest in their quest to defend mankind until Dr. Doom, Dr. Octopus, the Green Goblin and all their evil allies are behind bars forever!



SILVER SURFERTM

With friction-powered action surfboard.

DR. OCTOPUSTM

Complete with two suction-cupped tentacles and two grasping tentacles.

PUNISHERTM

With real cap firing action. Figure comes complete with four interchangeable weapons.

CAPTAIN AMERICATM

With detachable shield launcher and star-studded shield.

THE HULK[®]

Lever-activated crushing arm action. Comes complete with bendable pipe and crushable boulder.

DAREDEVILTM

Features separate billyclub with shooting grapple hook.

SPIDER-MAN[®]

Features suction cup action and rubberized spiderweb accessory.

DR. DOOM[®]

Unique whirling wrist action with separate working rotor blade and super drill.



ASST. NO. 4800

Captain America, Spider-Man, Dr. Doom, Dr. Octopus, Punisher, Silver Surfer, Dare Devil, The Hulk

ASST. NO. 4810

Web-Shooting Spider-Man, Web-Climbing Spider-Man, Punisher with Sound, Iron Man, Green Goblin, Venom, Thor

(SEE PRICE LIST FOR DETAILS.) FOR AGES 5 AND UP.



NEW

VENOMTM

With "living skin" slime pores. Comes complete with container of slime.



PUNISHERTM WITH SOUND

Button-activated mechanical machine gun sounds. Comes complete with hand gun and machine gun accessories.

WEB-SHOOTING SPIDER-MANTM

With spring-activated web shooting action. Complete with vinyl webbing.

GREEN GOBLINTM

Spring-activated throwing action complete with three glow in the dark pumpkin bombs.

IRON MAN/TONY STARKTM

Complete with detachable mask and armor for this quick change artist.

THORTM

Spring-activated smashing or throwing action complete with hammer and lightning bolt.

WEB-CLIMBING SPIDER-MANTM

When pulled upwards, simulated web with suction allows figure to "climb" any smooth surface.

NEW



NO. 4863 PUNISHERTM VANTM

Now the Punisher can bring his evil opponents to order. In this free wheeling van with hinged front doors for easy figure loading, the Punisher can appear from his secret rooftop position and attack with speed using his roof-mounted machine gun. Spring action hubcaps produce pop out blades to destroy any vehicle in pursuit. And to complete the amazing arsenal of weaponry, the two rear doors open to reveal the massive swivel machine gun center which can be raised or lowered or even removed completely for remote play situations.

FOR AGES 5 AND UP.



NO. 4862 CAPTAIN AMERICA[®]'S TURBO COUPETM

This free wheeling vehicle in all American colors helps Captain America fight for justice and freedom. Triggered by a concealed button, the "ramming" shield can be activated while the roof opens to reveal Captain America's escape vehicle. The wing glider hinges up from inside the cockpit and is detachable for a fast getaway.

FOR AGES 5 AND UP.
FIGURE NOT INCLUDED.



NO. 4861 SPIDER-MAN[®] DRAGSTERTM

Spider-Man can speed to the rescue in his amazing multi-purpose dragster. Open the hinged canopy and put Spider-Man in the driver's seat. This free wheeling vehicle has a hidden extension cable with grapple hook to keep Spider-Man going even over the roughest terrain. And to keep the bad guys at their distance, the Dragster packs two hidden spiderweb discs which can be launched from the top of the dragster to trap evil followers.

FOR AGES 5 AND UP. FIGURE NOT INCLUDED.

NO. 4874 SPIDER-MAN® ATTACK TOWER™

Just the place for Spider-Man to perfect his wall-crawling skills. The bi-level Attack Tower is packed with training platforms for Spidey to practice his web throwing and web climbing skills, adjustable height gates, moveable practice Bad Guy target, detachable swinging rope, and challenging web snagging area with separate vinyl web for tossing practice. In addition there's a separate platform area that allows Spider-Man to catapult in unlimited directions and heights for added play value.

FOR AGES 5 AND UP.
FIGURES NOT INCLUDED.



NO. 4871 MARVEL SUPER HEROES TRAINING CENTER™

A center for Marvel action figures to come and train with specially designed features to complement the action of each figure. It features removable railings and breakaway columns for the Hulk, a special ramp for Silver Surfer, a spiderweb wall for Spider-Man, and a manually operated elevator and hole up top for Daredevil to use his grapple hook. There's even a crash wall, two pivoting super guns, and unique flying action built in so that when a figure is attached to the power tower, and the flight line is extended, the figure will simulate a flying action.

FOR AGES 5 AND UP. FIGURES NOT INCLUDED.



NO. 4873 PUNISHER™ SHOOTING GALLERY™

Exhibiting amazing accuracy and skill, the Punisher trains continuously in his Shooting Gallery to remain the master of machine gun weaponry. As Punisher pivots in his target base location, he can take aim and fire his deadly projectile for explosive action. Included in the Gallery is a machine gun projectile shooter which when attached to the Punisher's arsenal of weapons, allows Punisher to blast away and collapse targets, "explode" oil barrels, level "concrete" walls and crumble "steel" girders. All guaranteeing hours of Superhero fun. FOR AGES 5 AND UP.

MARVEL SUPER SIZE SUPER HEROES

Wonderfully realistic and "bigger than life" size give these Super Heroes the definite advantage over any other small fry. A full 15" in height, and completely articulated at arms, legs, and neck, each figure comes complete for exciting play adventures. FOR AGES 5 AND UP.



ACCESSORIES NOT INCLUDED.

NO. 4823
SPIDER-MAN®

NO. 4821
THE HULK®

NEW

NO. 4822
PUNISHER™



NO. 4884 CAPTAIN AMERICA®
ACCESSORY PLAYSET™

An authentic replica of Captain America's own uniform, this playset is complete with adjustable molded chestplate, face mask and traditional disk shield which, with a quick flip of the wrist, transforms into a real flying disk shield to heighten any role playing situations.

FOR AGES 5 AND UP.



NO. 4883
SPIDER-MAN®
ACCESSORY
PLAYSET™

First strap on the molded Spider-Man chestplate featuring authentic Spider-Man logo, then fit the utility belt to the appropriate size. The Spider-Man face mask is next and real web shooter that actually shoots soft, safe webs completes any "spidey" role playing situation.

FOR AGES 5 AND UP.

**All character names and their distinctive likenesses, all vehicle names and all other related names are trademarks of Marvel Entertainment Group, Inc. and are used with permission. Copyright ©1991 Marvel Entertainment Group, Inc. All rights reserved.*

DC COMICS SUPER HEROES

ASST. NO. 4400

Batman, Robin, Superman, Wonder Woman

ASST. NO. 4410

The Joker, Bob the Goon, Lex Luthor, Penguin, The Riddler, Mr. Freeze

ASST. NO. 4420

Green Lantern, The Flash, Aquaman, Hawkman, Two-Face

NO. 4414

The Flash

NO. 4441

The Flash with Turbo Platform

SEE PRICE LIST FOR DETAILS.
FOR AGES 5 AND UP.

• DC COMICS SUPER HEROES COMIC BOOKS SOLD IN OVER 45,000 RETAIL OUTLETS.

• DC COMICS SUPER HEROES REINFORCE POSITIVE VALUES THAT MOM'S LIKE.

• DC COMICS SUPER HEROES HAVE CONTINUING WORLDWIDE EXPOSURE THROUGH FEATURE FILMS, NETWORK, CABLE AND SYNDICATED TELEVISION HOME VIDEO AND PUBLISHING.

• SUPERMAN, BATMAN, THE FLASH AND WONDER WOMAN HAVE A COMBINED TOTAL OF OVER 300 U.S. LICENSEES COVERING A BROAD RANGE OF CATEGORIES.



HAWKMAN®

Unique flapping wing action, complete with detachable ball and chain accessory.

AQUAMAN®

Mechanical swim-kick action, Aquaman comes with detachable trident and seahorse accessories.



THE FLASH™

Accelerated arm movement to create a high speed, "faster than the speed of light" action.

TWO-FACE™

Just spin the coin in Two-Face's hand to change him from good guy to evil mastermind. Figure comes complete with flipping coin.

GREEN LANTERN™

Water-powered jet stream action from Green Lantern's emerald ring. Figure comes complete with detachable lantern and kid size glow in the dark ring for added fun.

THE FLASH™ WITH TURBO PLATFORM

Spring activated arm movement to create a high speed running action along with "turbo" platform with pull back mechanism to propel The Flash to "speed of light" illusion.



THE PENGUIN®

Complete with action umbrella that "pops" its top when activated.

LEX LUTHOR®

Button-activated power punching action. Comes complete with own accessories and briefcase.

MR. FREEZE™

Amazing color change skin reaction when exposed to high temperatures.

THE RIDDLER®

Cleverly equipped with 6 pre-printed riddles to leave as clues for his evil deeds.

SUPERMAN®

Magnetic action has Superman falter when exposed to the deadly Kryptonite™. Kid-sized Kryptonite™ ring included.

ROBIN®

Button-activated, action karate chop feature. Comes complete with Batarang™, Grapple Line and detachable cape.

WONDER WOMAN®

Action power arm that actually throws the "Golden Lasso of Truth™".



*Indicates a trademark of DC Comics Inc. ©1991.



BATMAN™



BATMAN®*

Hidden inside his utility belt is a unique retractable mechanism that allows Batman to actually climb his Batrope™. Figure comes complete with scaled Batarang™ and Speargun.

THE JOKER®*

Water-squirting action from the detachable bellows and tube. Comes with removable hat and cane.

BOB THE GOON™*

Button-activated powerful kick action. Figure comes complete with scaled gun, knife and removable hat.



NO. 4417 BATCAVE®*

Directly from the movie set, the Batcave sets the scene for hours of action-packed play! The computer console depicts six scenes of dastardly deeds happening around Gotham City™ – all requiring Batman's intervention! Kids will act out each scene! Rolling boulders, stairs, jail cell with bars that slam down to capture enemy, kid activated sliding elevator, secret hideaway for surprise attacks, collapsing bridge and deadly bottomless-pit exercise bars provide the props for adventures that can only be conjured up with the help of a child's imagination!

FOR AGES 5 AND UP.
FIGURES NOT INCLUDED.



BATMAN™



NO. 4436 BATCYCLE™*

Beware evil doers as Batman is raring to go on his free wheeling Batcycle. With a press of a button and a child's imagination he can use the wings that pop out to become an imaginary air brake before going face to face with his adversaries. This authentically styled Batcycle complements Batman with bat logo, scalloped wings and curved windshield.

FOR AGES 5 AND UP.
FIGURE NOT INCLUDED.



NO. 4437 JOKER CYCLE™*

The Joker® is up to his old tricks with this free wheeling vehicle with sidecar to hold any of his goons. With just a press of a button The Joker can launch his sidecar at any unsuspecting enemy. Sidecar detaches and shoots off, it can be used as a separate vehicle for added play value. The Joker Cycle is uniquely styled with The Joker's menacing logo and painted in his favorite colors.

FOR AGES 5 AND UP.
FIGURE NOT INCLUDED.

NO. 4438 JOKER VAN™*

Don't get caught in the grips of this evil villain as The Joker® uses his Joker Van to stir up trouble. This vehicle is free wheeling with 2 hinged front doors and two hinged rear doors for easy loading and unloading. When least expected The Joker can strike out with the water pump located on the roof of the van to wet any unsuspecting victim with his hidden squirter in the front grill. When in a fighting situation, he can use the hidden pop up seat located in the rear roof of the van to sit and shoot at his enemies.

AGES 5 AND UP. FIGURE NOT INCLUDED.





BATMAN™



NO. 4416 BATMOBILE™*

A replica of the dramatic Batmobile, created exclusively for the Batman movie, scaled to the 4 3/4" Batman figure. Kids can simulate scenes from the movie with the built-in action features. Concealed rocket launchers fire rockets independently – cleverly activated by the gear-shift lever inside the fully detailed cockpit! The large trunk area can conceal an action figure.

FOR AGES 5 AND UP.
FIGURE NOT INCLUDED.

NO. 4432 TURBINE SOUND BATMOBILE™*

While Batman is in the driver's seat, you can be in control of his free wheeling Batmobile. Batmobile is authentically styled with molded figure and will bring hours of fun and excitement with simulated turbine sound while the vehicle is in motion.

FOR AGES 5 AND UP.
FIGURE NOT INCLUDED.



NO. 4418 BATWING™*

All the excitement of the Batwing featured in the Batman movie is captured in this scale action model! Rockets can be launched from the wings. Concealed in the nose of the Batwing is a unique "scissors" device that can grab figures or objects and carry them skywards! The action features are controlled by the child from a handgrip on the base of the Batwing.

FOR AGES 5 AND UP.
FIGURE NOT INCLUDED.

*Indicates a trademark of DC Comics ©1991



NO. 5001 MY PAL 2

A special pal for any child to love. My Pal 2 is the first talking, interactive, and completely unpredictable robot that actually asks a child to play. Play basketball with real cheering sounds, practice your aim with the ring toss game, or play a game of catch with My Pal's cranking arm. There's "My Pal 2 Says" and a "Follow Me" game that truly tests your memory. In addition to all the "fun and games", My Pal 2 can act as a watchdog that barks when moved, a nightlight, and even has hidden tickle spots for lots of giggles. With his life-like movements and witty sense of humor, My Pal 2 fascinates everyone from adults to the youngest toddler. Comes complete with detachable Basketball/Ring Toss hoop and ball. Operates on 2 "AA" batteries.

FOR AGES 3 AND UP.

NEW



Ball Toss with cranking arm

Night Light

"Follow Me" game

"My Pal 2 Says" game

Tickle Spot
with giggle
sound

Hidden Storage
Pockets

Watchdog feature, barks
when moved



Continuous life-like movement
of head, eyes, lips, eyebrows



Basketball Game – attaches
to chest



Ring Toss with cheering sound



THIS GAME'S A

RIOT!

NEW

**NO. 6502
GREEDY GOBBLERS**

Time it right and the Gobblers bite!

**NO. 6503
LOONEY LANES**

Take your aim and lotsa care, oops! you missed, try the spare.

**NO. 6501
'GATOR GRAB**

Tread with care 'cos if you slip the Gator's teeth your bones will strip!

**NO. 6505
MAZE MADNESS**

Keep cool just don't craze, that's the way to beat the maze!

**NO. 6504
POOL PANIC**

Load the cue, take your shot, with some luck the ball you'll pot!

**NO. 6506
BASKET BLAST**

You'll shout and whoop as you score the hoop!



R.I.O.T! GAMES THIS GAME'S A R.I.O.T!

Here's a bunch of Radical Interactive Outrageous Things that will create new sales opportunities . . . year round!

R.I.O.T! games are small in size (take 'em everywhere!), small in price, (collect 'em all!), but BIG in fun and play value!

R.I.O.T! games have proven themes with oodles of skill and luck required – the elements that make for volume sales!

FOR AGES 5 AND UP.

**Precious
Feelings**

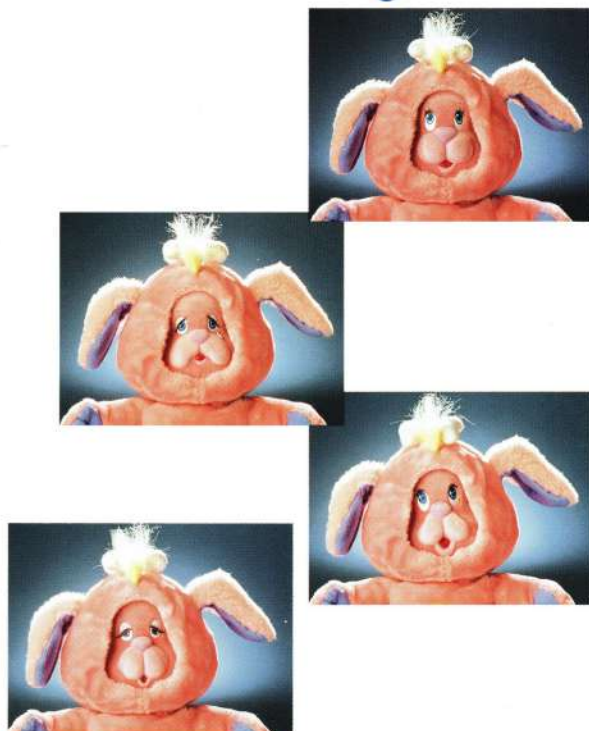
NEW

**NO. 3501
PRECIOUS
FEELINGS**

Soft, adorable plush animals that change faces as quickly as a child changes moods.

Each Precious Feelings animal has four different faces – happy, sad, surprised and that all important sleepy face. By turning the cleverly disguised knob on the top of each animal's head, a child can match their own feelings with that of their special friend. The assortment includes two each of the Monkey, Teddy Bear and Puppy Dog.

FOR AGES 3 AND UP



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