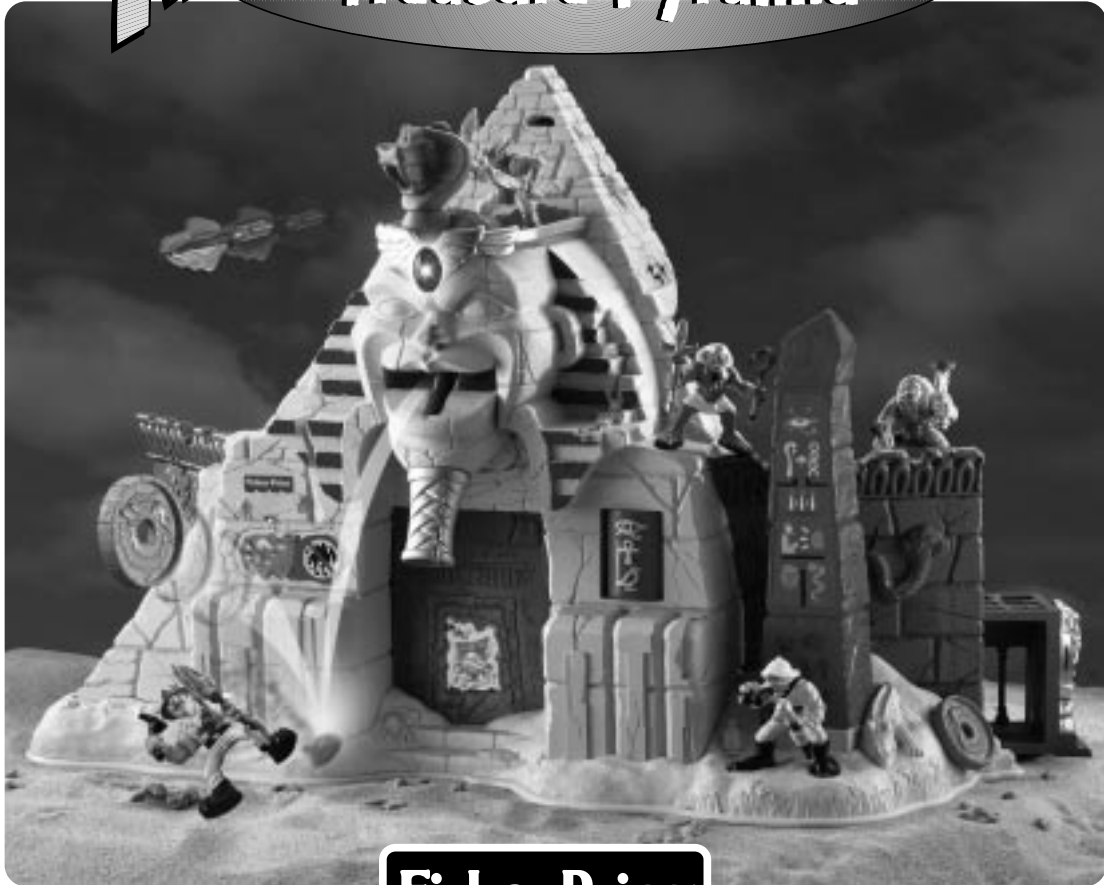


# GREAT ADVENTURES™ Hidden Treasure Pyramid™



**Fisher-Price®**

**Product Number 77537**

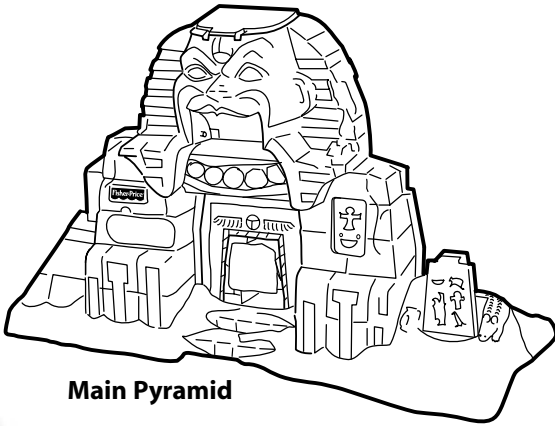
Please keep this instruction sheet for future reference,  
as it contains important information.

Adult assembly is required.

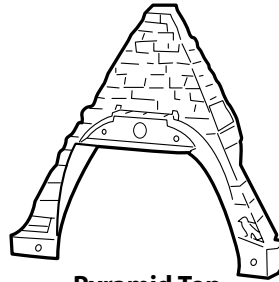
Tool required for assembly: Phillips screwdriver (not included).

Product features and decorations may vary from the picture above.

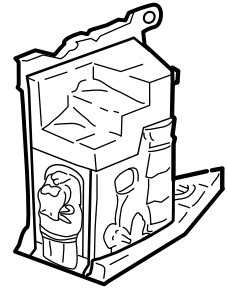
# Parts



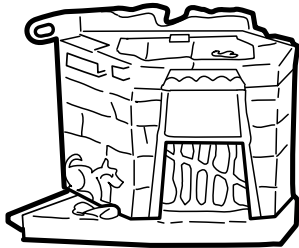
Main Pyramid



Pyramid Top



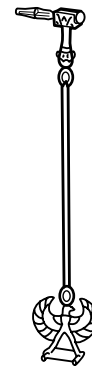
Magic Chamber



Dungeon



Column



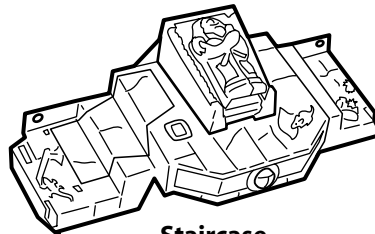
Rope Swing



Treasure Box



Chin



Staircase



#6 x 1/2" Screw - 12  
SHOWN ACTUAL SIZE

## ⚠ CAUTION

This package contains small parts  
in it's unassembled state.  
Adult assembly is required.



Cobra Launcher



2 Flame Missiles



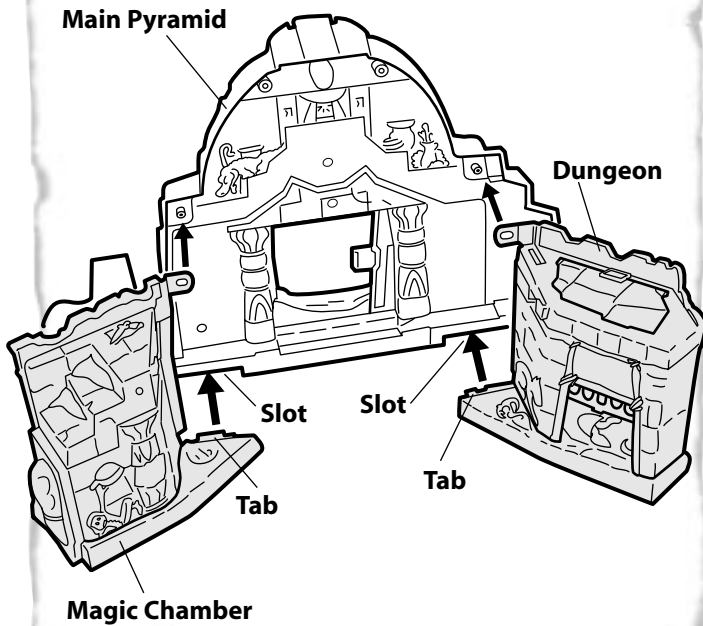
2 Stone Discs



Crown

# Building the Pyramid

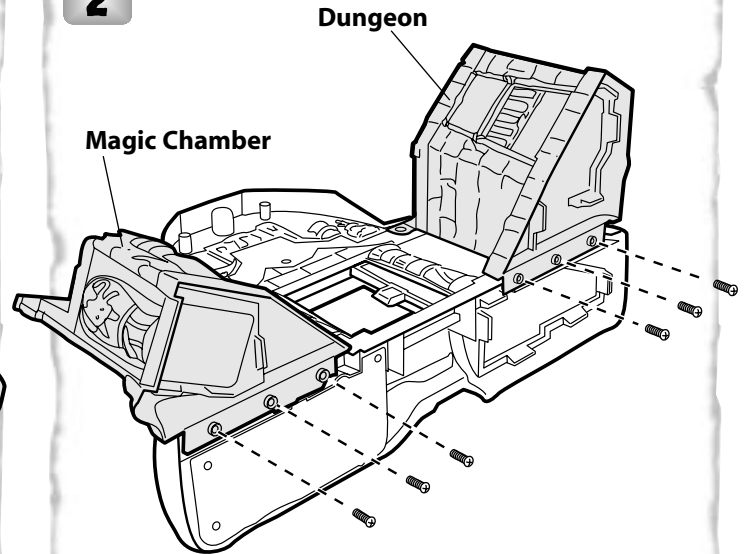
1



**Back View**

- Place the main pyramid on a flat surface with the back facing you.
- Slide the tab on the magic chamber into the slot in the main pyramid.
- Slide the tab on the dungeon into the slot in the main pyramid.

2

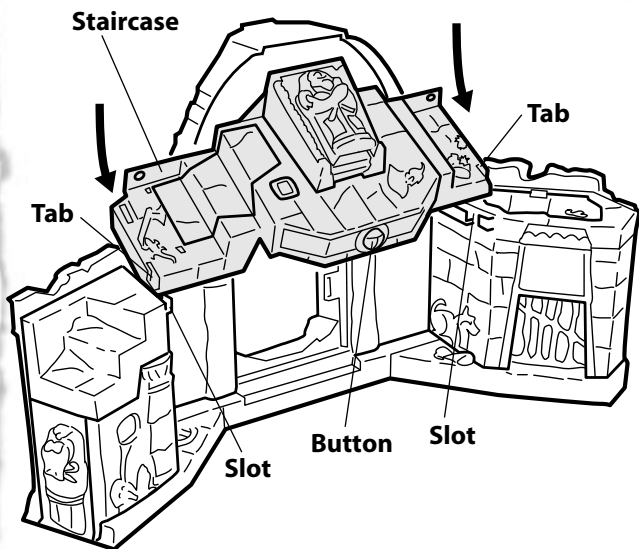


**Bottom View**

- Tip the assembly so that the bottom is facing you.
- Insert three screws through the magic chamber and into the main pyramid. Tighten the screws with a Phillips screwdriver. Do not over-tighten.
- Insert three screws through the dungeon and into the main pyramid. Tighten the screws with a Phillips screwdriver. Do not over-tighten.
- Turn the assembly upright.

# Building the Pyramid

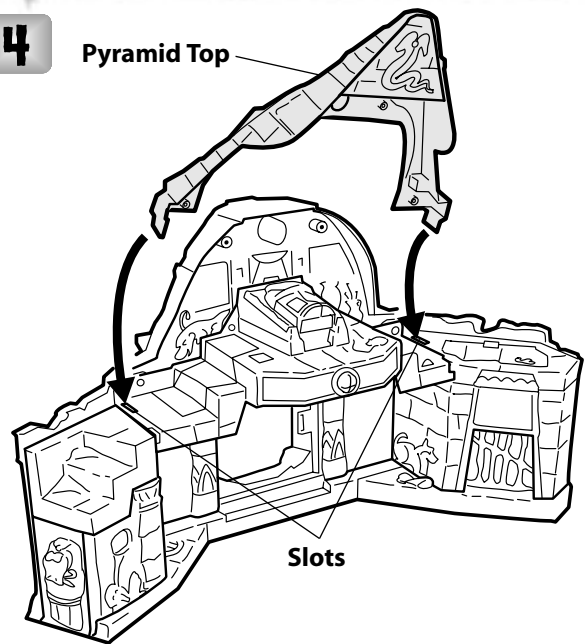
3



**Back View**

- Hold the staircase upright with the button facing you.
- Tip the staircase and insert the tabs on either end of the staircase into the slots in the magic chamber and dungeon as shown.
- Rotate the staircase down.

4



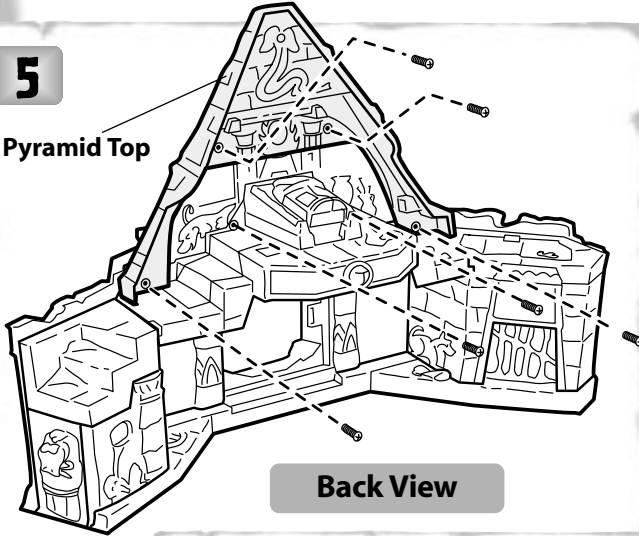
**Back View**

- Tip the pyramid top and insert the tabs on either end of the pyramid top into the slots on the staircase and dungeon as shown.

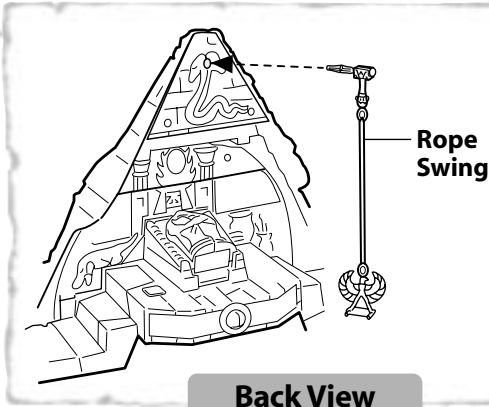
# Building the Pyramid

5

Pyramid Top



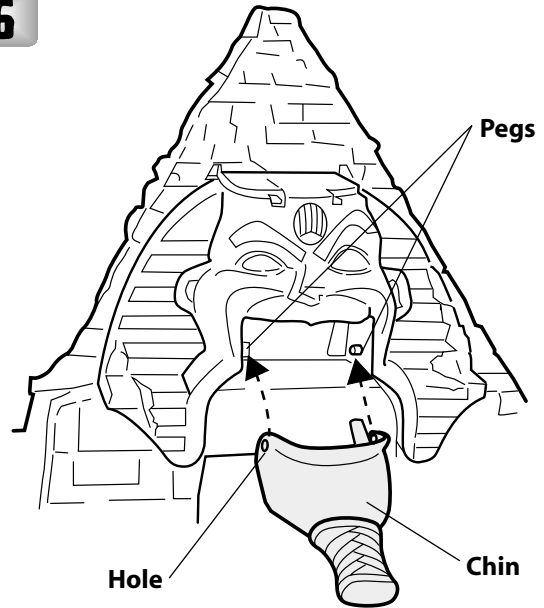
Back View



Back View

- Insert six screws through the pyramid top, staircase, and into the main assembly. Tighten the screws with a Phillips screwdriver. Do not over-tighten.
- Insert and **“snap”** the rope swing tab into the hole in the pyramid top.

6

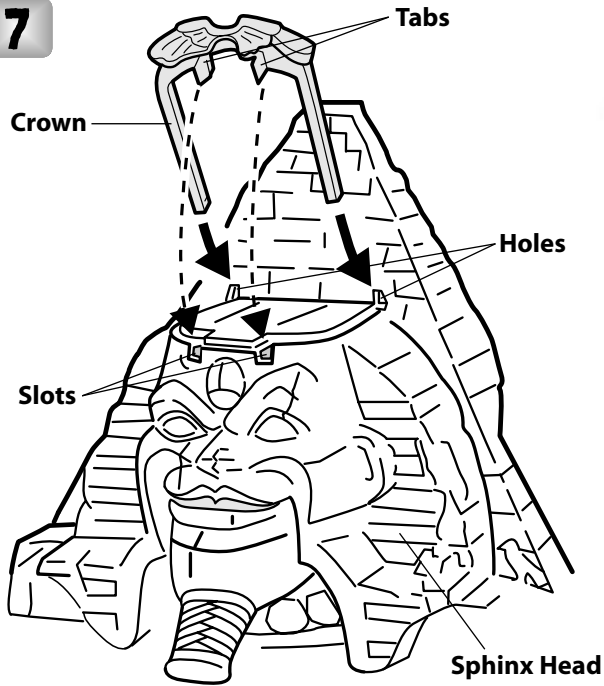


Front View

- From the front of the assembly, position a hole on the chin so that it fits over a peg above the doorway.
- Squeeze the back of the chin to fit the hole on the other end onto the other peg above the doorway.

# Building the Pyramid

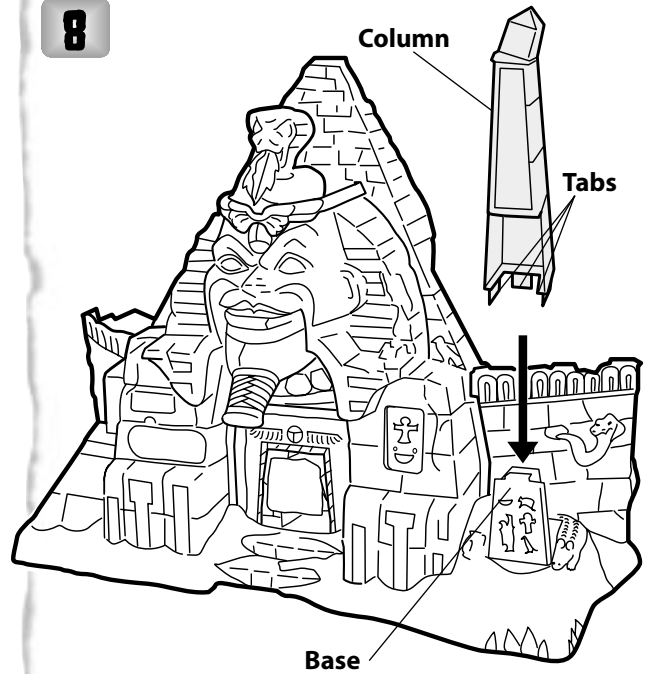
7



Front View

- Insert the ends of the crown into the holes above the sphinx head.
- Press down on the crown to **“snap”** the tabs into the slots near the front of the sphinx head.

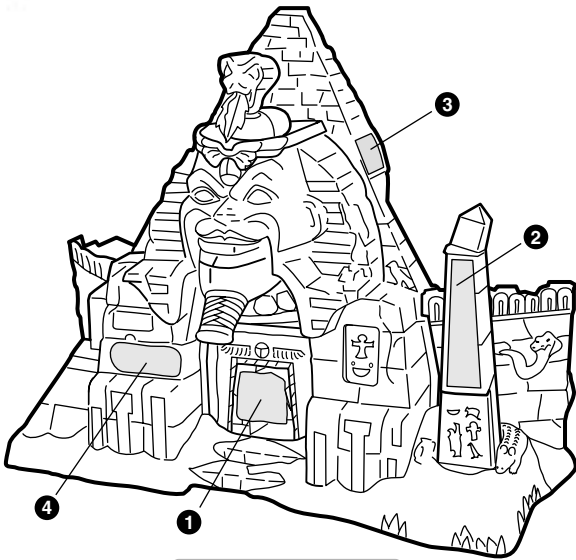
8



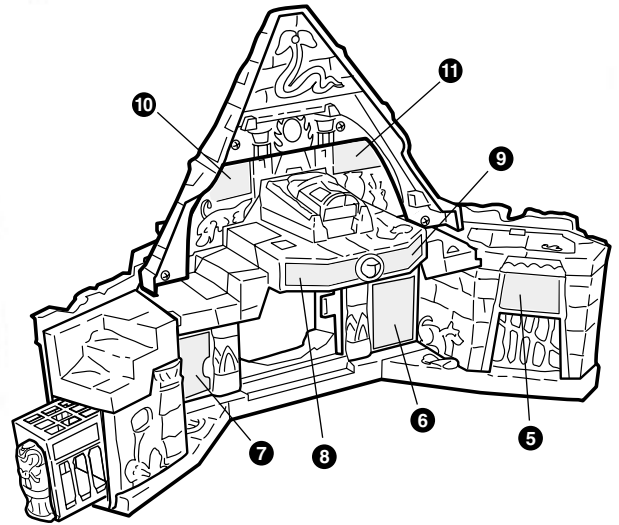
Front View

- Fit the tabs on the bottom of the column onto the slots in the base.
- Press down on the column to **“snap”** it into place.

# Label Decoration



Front View



Back View

**Proper label application will help to keep the labels looking their best! When applying labels, keep the following guidelines in mind:**

- Wash your hands before applying the labels.
- Before applying the labels, wipe the surface of this toy with a clean, dry cloth to remove any dust or oils.
- Place the labels exactly as shown in the illustrations.
- For best results, avoid repositioning a label once it has been applied.

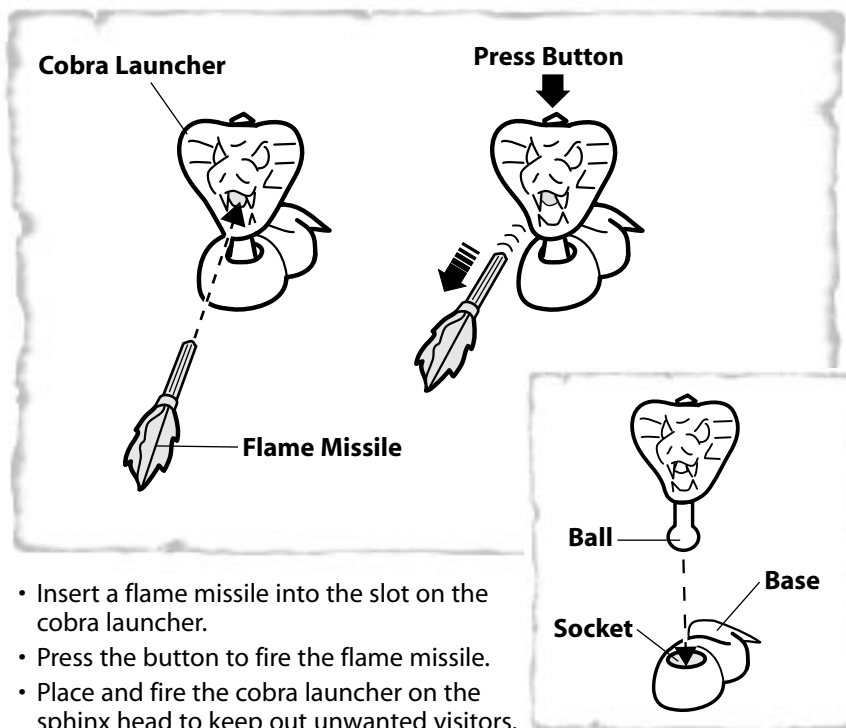
**One-time assembly is now complete.**

# Pyramid Features

## Cobra Launcher

### ⚠ CAUTION

- Do not launch the flame missile at close range.
- Only use the projectiles (flame missiles) supplied with this toy.
- Do not fire at people or animals.



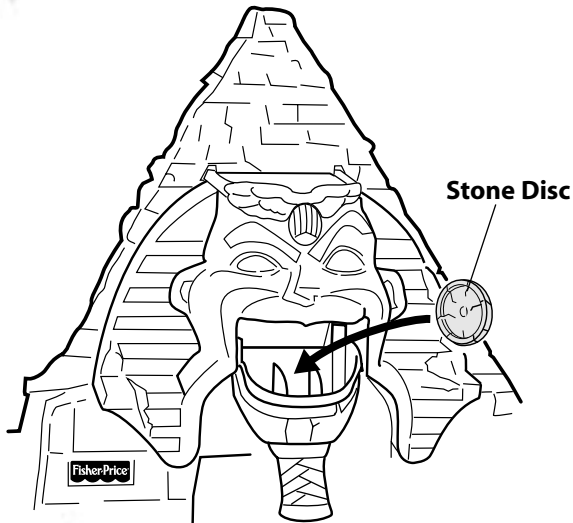
- Insert a flame missile into the slot on the cobra launcher.
- Press the button to fire the flame missile.
- Place and fire the cobra launcher on the sphinx head to keep out unwanted visitors.

**Hint:** If the launcher separates from its base, simply fit the ball of the launcher into the socket of the base and press down to reattach.

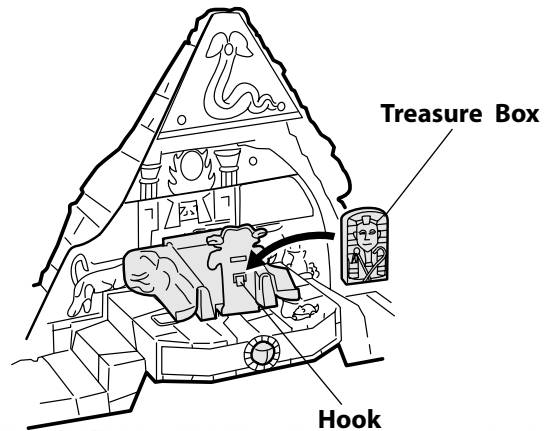
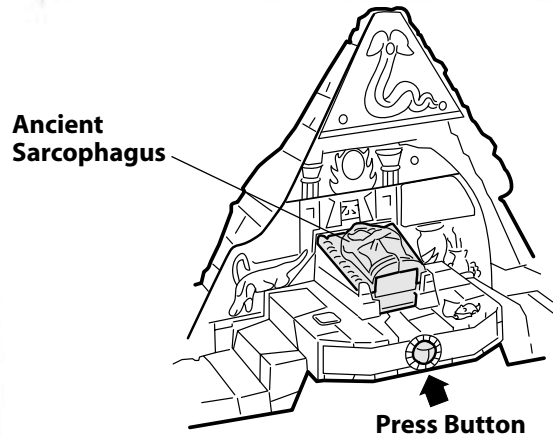


# Pyramid Features

## Placing the Traps and Treasure



- Pull the chin down to open the mouth of the sphinx. Place the two "stone" discs into the slots inside the mouth. Push the chin back up to close the mouth.

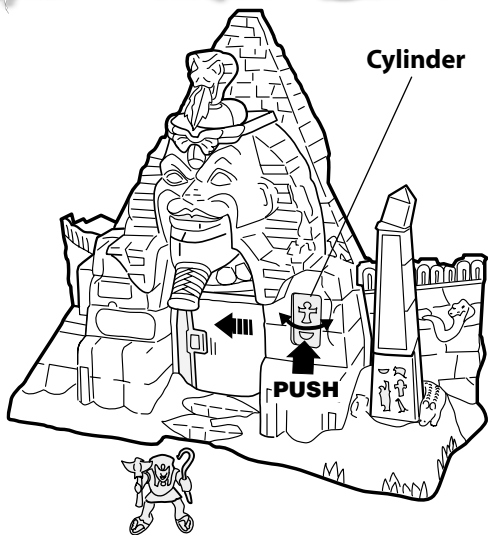


- Press the button on the staircase to open the ancient sarcophagus. The doors open and the sarcophagus base springs up.
- Fit the slot on the treasure box onto the hook on the sarcophagus base.
- Push the treasure box down.
- Close the sarcophagus doors.
- Pyramid explorers can now press the button to see the treasure box.

**Hint:** The treasure box has a drawer that slides out to reveal riches.

# Pyramid Features

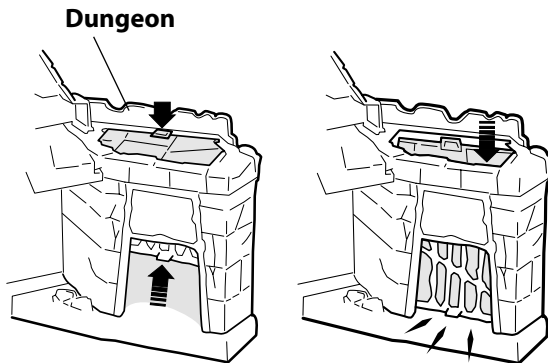
## Pyramid Entry



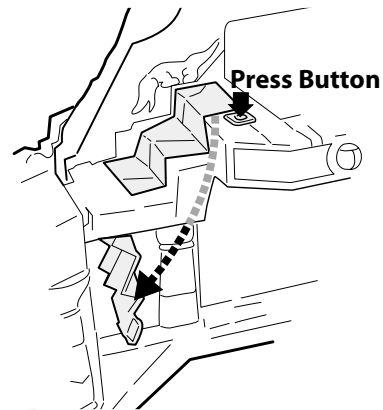
**Try to figure out the secret code to enter the pyramid!**

- Place a figure in front of the pyramid door.
- First, turn the cylinder to show a symbol.
- Then, press the cylinder. Either the door opens to allow entry, or the sphinx opens its mouth to drop "stone" discs on the unwelcomed intruder.
- Turn the cylinder to a different symbol and press it to see what happens.
- To reset the trap, simply replace the discs in the sphinx's mouth and close it.
- Slide the door closed.

## Traps!



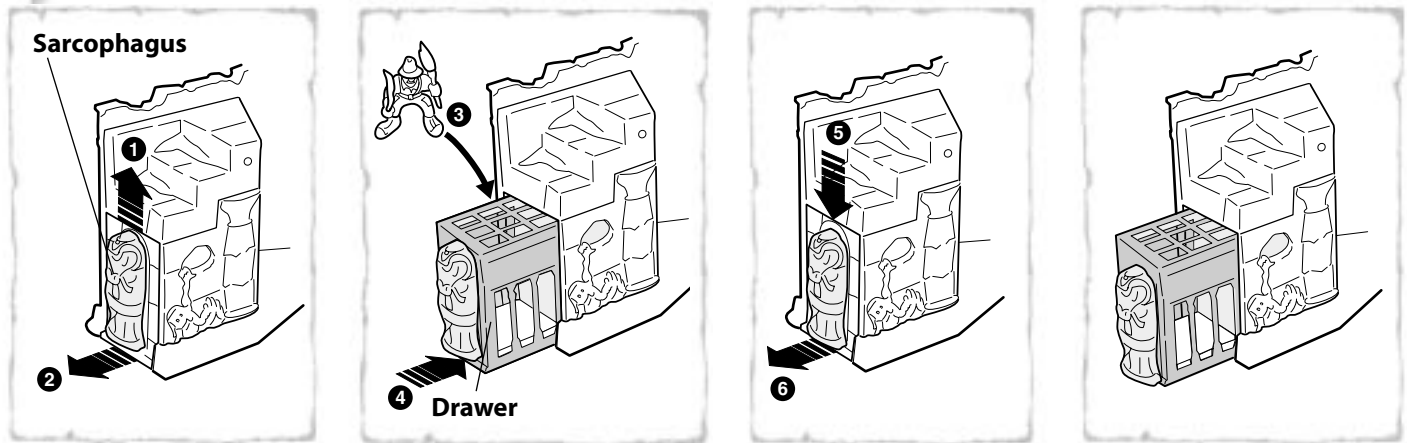
- To set the dungeon trap, press the tab on the trap door to raise it. Lift the gate to lock it in place.
- To spring the trap, place a figure on the trap door and push down. The figure falls into the dungeon and the gate closes!



- As treasure hunters approach the sarcophagus near the staircase, press the floor button to drop the stairs and slow them down.
- To reset the stair trap, simply lift the staircase and "click" it back in place.

# Pyramid Features

## The Magic Chamber



- To open the magic chamber, grasp the sarcophagus and slide it up **1**. With the sarcophagus in an up position, pull the magic chamber drawer out **2**.
- Place a figure in the magic chamber **3**.
- With the sarcophagus in an up position, push the drawer shut **4**.
- To make that figure disappear, slide the sarcophagus down **5** and pull the magic chamber drawer out **6**. The figure "disappears".
- To make the figure reappear, close the drawer, with the sarcophagus down. Slide the sarcophagus up. With the sarcophagus in an up position, pull the magic chamber drawer out. The figure is back!

## Care

- Wipe this toy with a clean cloth dampened with a mild soap and water solution. Do not immerse this toy.

# Consumer Information

## Questions? We'd like to hear from you!

Call Fisher-Price® Consumer Relations, toll-free at **1-800-432-KIDS**, 8 AM- 6 PM EST Monday through Friday. Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470. Or, write to:

Fisher-Price®  
Consumer Relations  
636 Girard Avenue  
East Aurora, New York 14052

For other countries, outside the United States:

**Canada:** call 1-800-567-7724, or write to: Mattel Canada Inc, 6155 Freemont Blvd., Mississauga, Ontario L5R 3W2.

**Great Britain:** telephone 01628 500303.

**Australia:** Mattel Australia Pty. Ltd., 658 Church Street, Locked Bag #870, Richmond, Victoria 3121 Australia. Consumer Advisory Service 1300 135 312.

**New Zealand:** 16-18 William Pickering Drive, Albany 1331, Auckland.

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