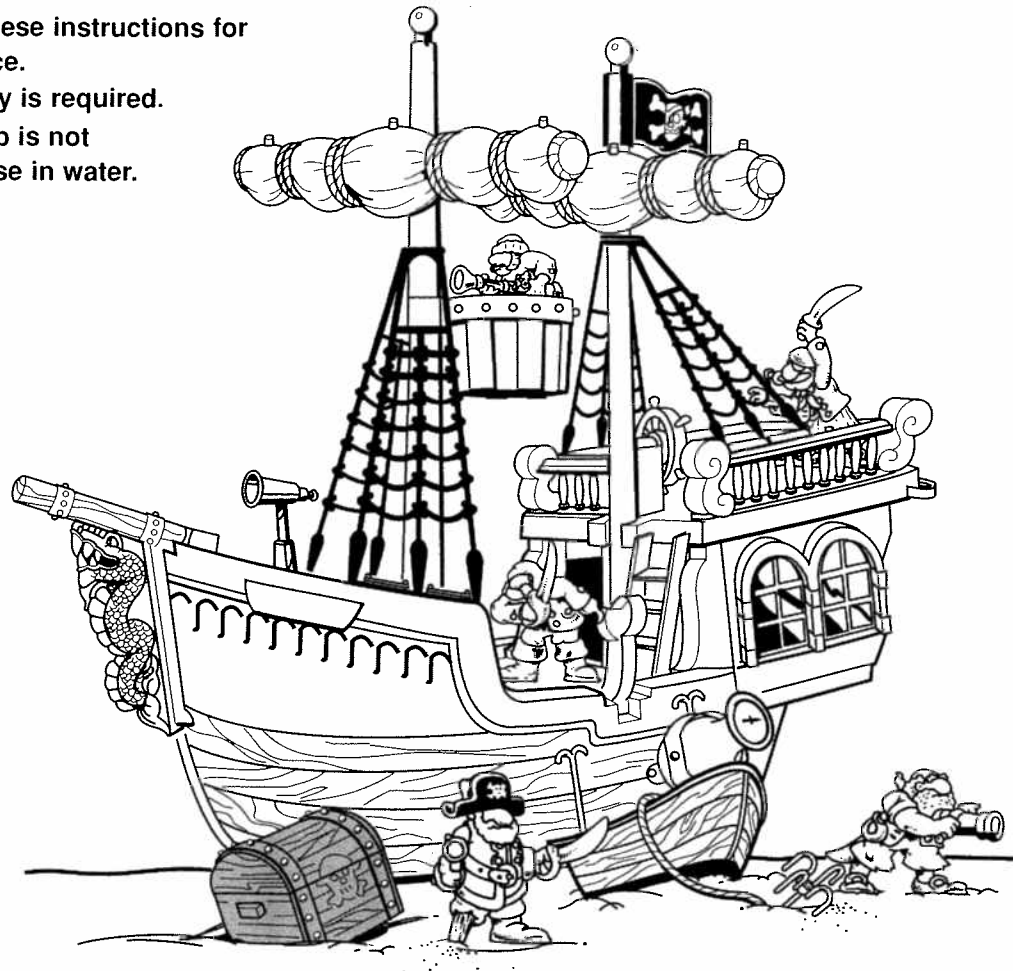




Great Adventures™ Pirate Ship

- Please save these instructions for future reference.
- Adult assembly is required.
- The Pirate Ship is not intended for use in water.



Message to Parents

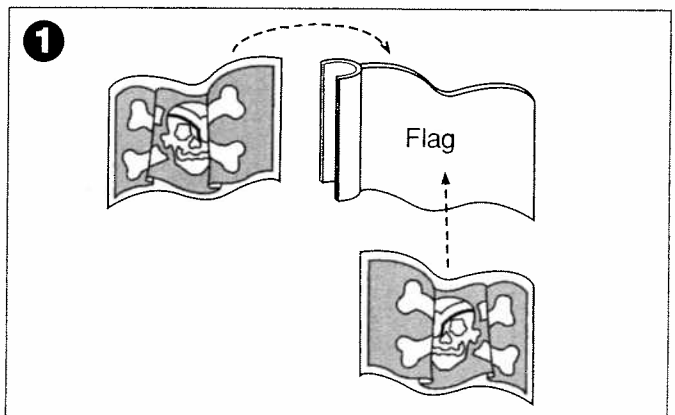
Thank you for purchasing the Fisher-Price Great Adventures Pirate Ship. Your child will enjoy hours of imaginative play while sailing the seven seas in search of treasure and adventure. The ship navigates on wheels instead of water with a unique front-axle design that creates a wave-like action as it is rolled.

If you have any questions about this product, please call Fisher-Price Consumer Affairs, toll-free at **1-800-432-KIDS** (1-800-432-5437) between 8 AM and 6 PM Eastern time, Monday through Friday, or write to:

Fisher-Price, Inc.
 Attn: Consumer Affairs
 636 Girard Avenue
 East Aurora, New York 14052

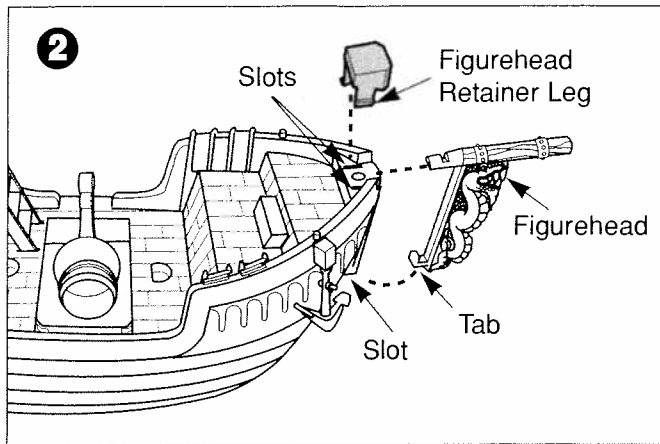
Hearing-impaired consumers using TTY/TDD equipment, please call 1-800-382-7470.

Assembly and Use

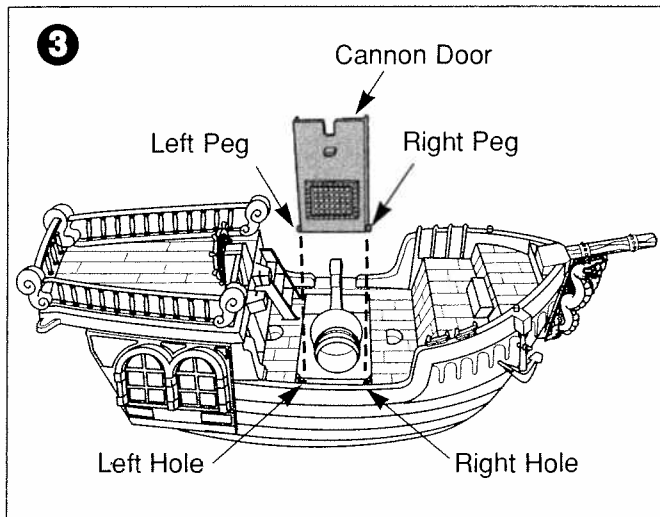


To apply labels:

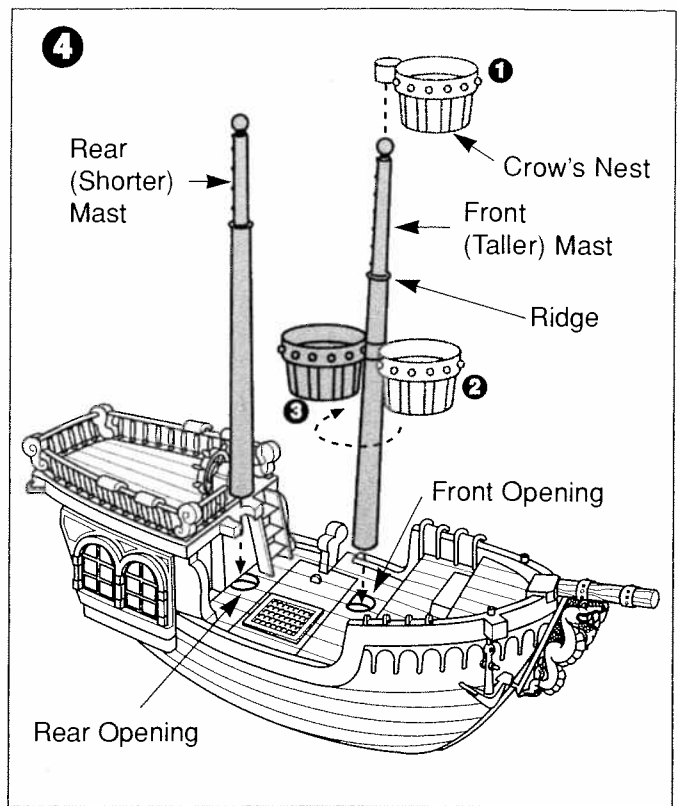
- Make sure the areas where the labels will be applied are clean and dry.
- Apply the labels as shown in the illustration.
- Apply the top corners of the label first and smooth downward to remove any air bubbles.
- For best adhesion, try to avoid applying the labels more than once.



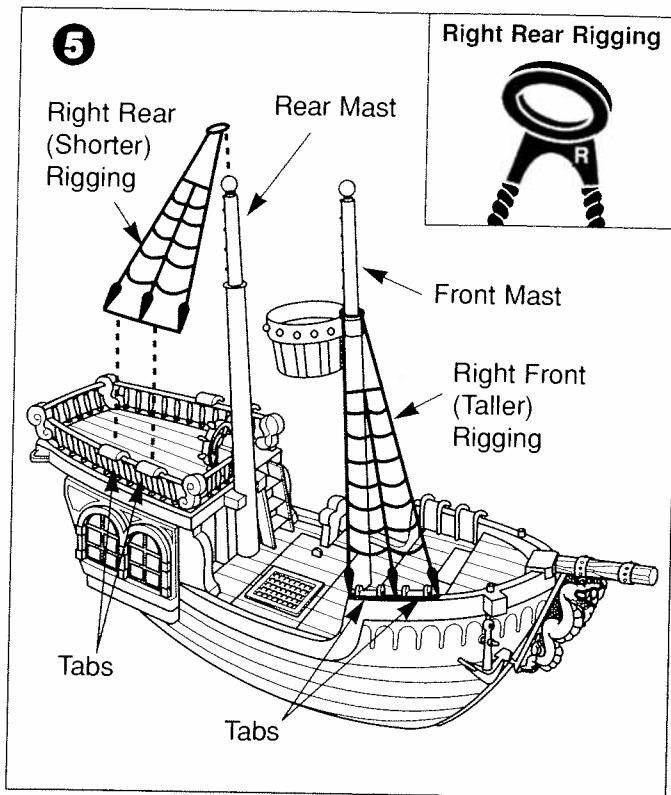
- Hook the tab at the bottom of the figurehead into the slot on the front of the Pirate Ship. Hold the figurehead against the front of the ship.
- PLEASE NOTE:** Make sure that the tab at the bottom of the figurehead is in the slot on the front of the Pirate Ship.
- Lower the figurehead retainer legs into the slots on the Pirate Ship.
 - Press down on the figurehead retainer to snap it into place.



- Insert the left peg on the cannon door into the left hole in the Pirate Ship deck.
- Snap the right peg on the cannon door into the right hole in the Pirate Ship deck.

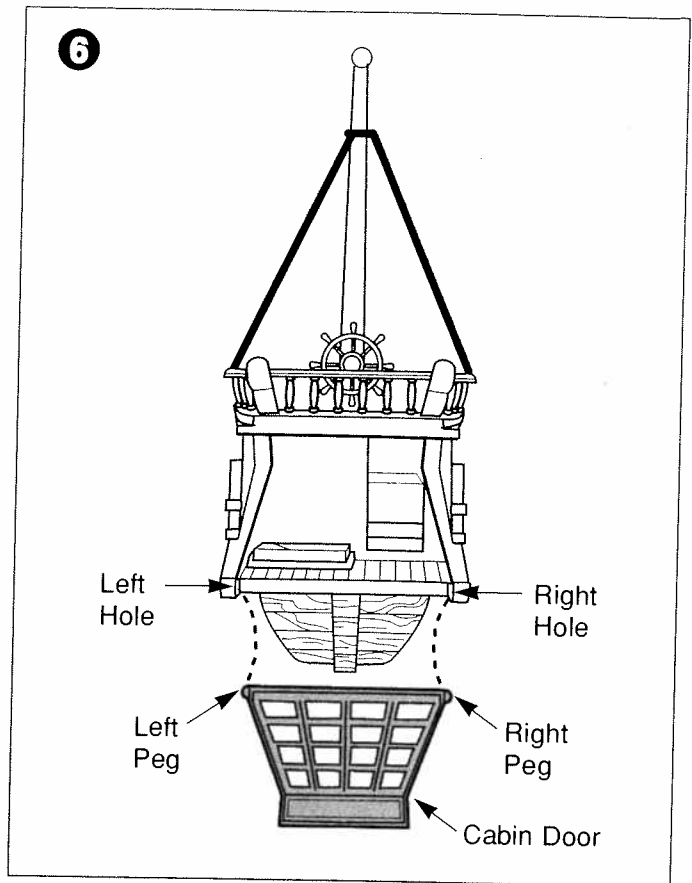


- Insert and snap the front (taller) mast into the front opening in the Pirate Ship deck.
- Slide the crow's nest onto the front mast. Make sure the crow's nest is to the front of the mast, as shown 1.
- Lower the crow's nest below the ridge on the front mast 2.
- Rotate the crow's nest toward the back of the front mast, as shown 3.
- Insert and snap the rear (shorter) mast into the rear opening in the Pirate Ship deck.

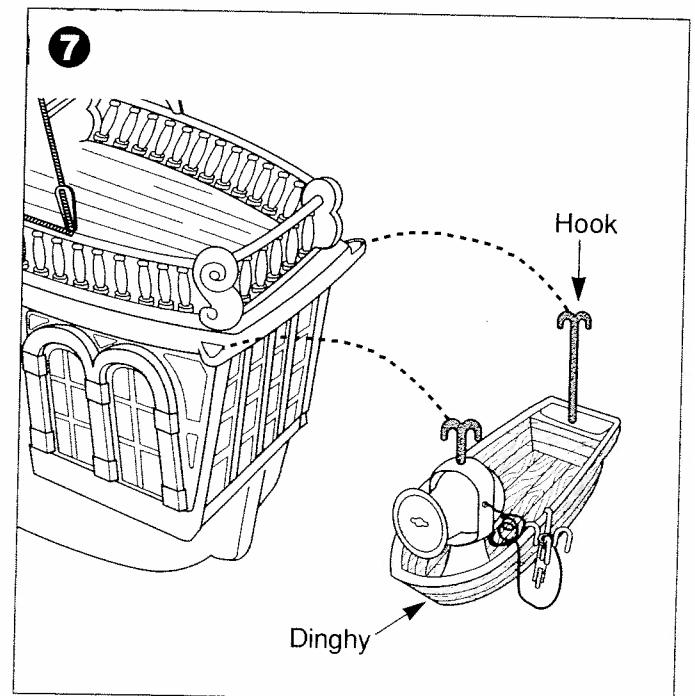


PLEASE NOTE: Locate the right front (taller) and rear (shorter) riggings (labeled R). Locate the left front (taller) and rear (shorter) riggings (labeled L).

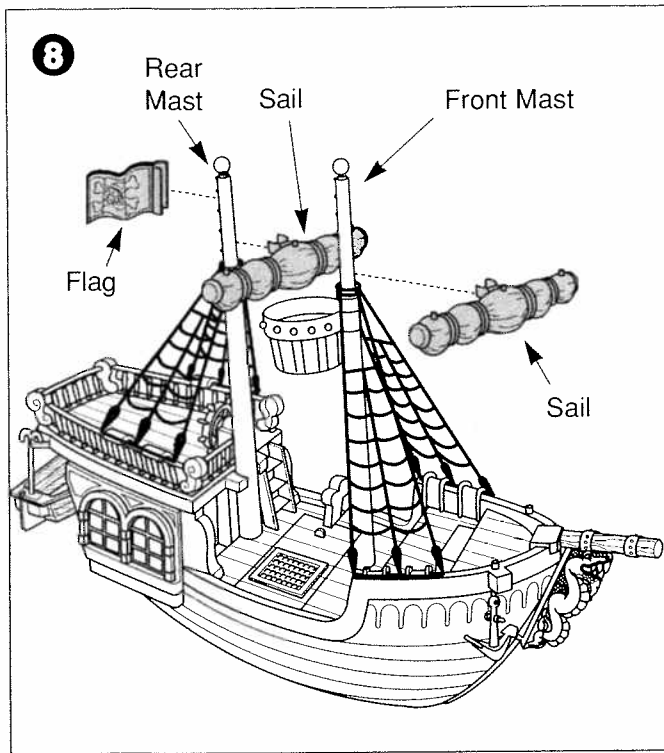
- Slide the right front rigging over the front mast.
- Hook the bottom of the right front rigging under the two tabs on the right side of the Pirate Ship, as shown.
- Slide the right rear rigging over the rear mast.
- Hook the bottom of the right rear rigging under the two tabs on the right side of the Pirate Ship, as shown.
- Repeat these steps to attach the left front and left rear riggings to the other side of the Pirate Ship.



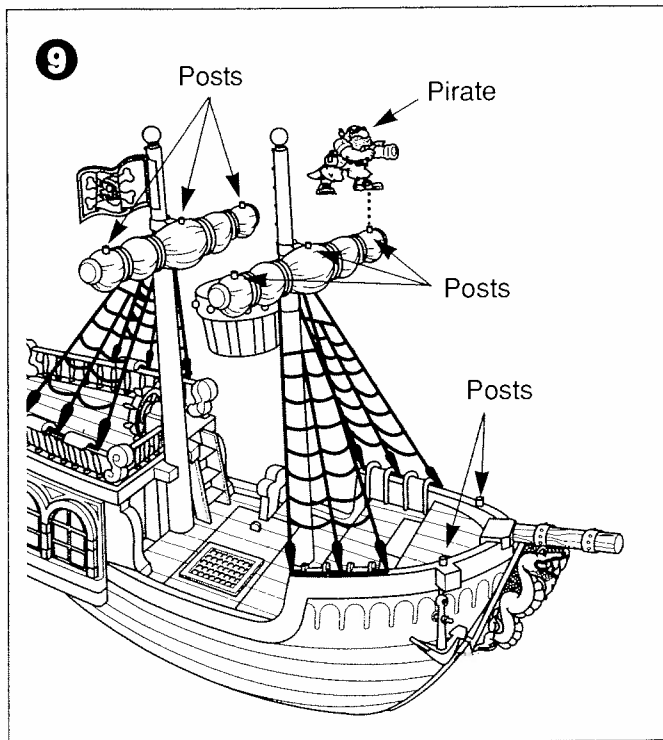
- Insert the left peg in the cabin door into the left hole in the rear of the Pirate Ship.
- Snap the right peg in the cabin door into the right hole in the Pirate Ship
- Lift the door up to snap it closed.



- Hook the dinghy to the rear of the Pirate Ship, as shown.

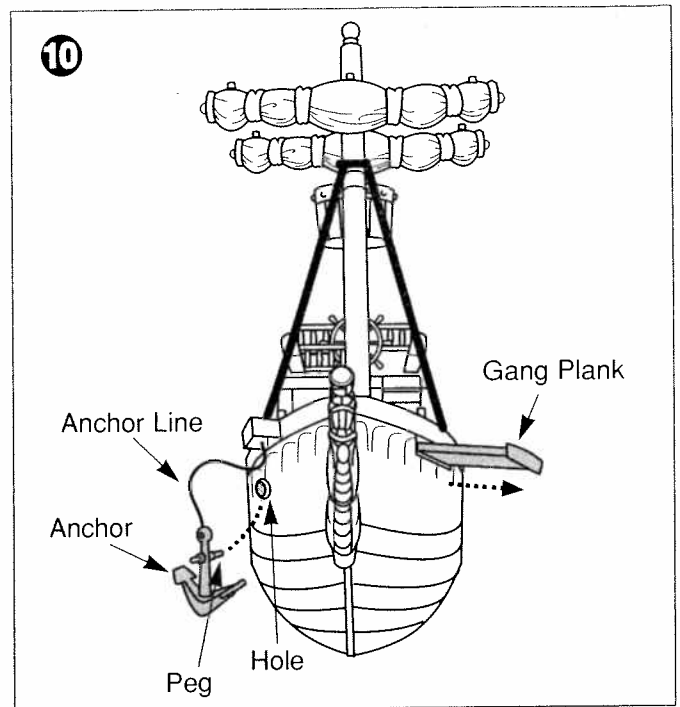


- Snap a sail onto the front and rear masts. Make sure that the posts are at the top of the sail, as shown.
- Snap the flag onto the front or rear mast.



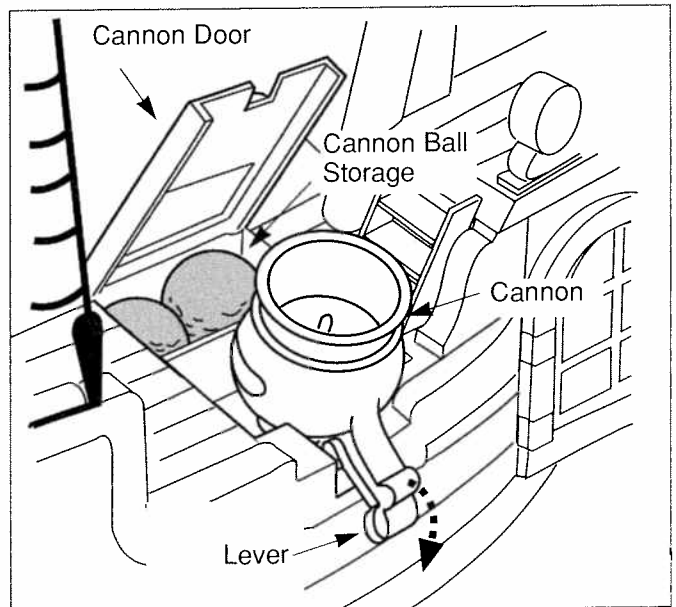
- Attach a pirate to a post by placing the hole in the pirate's shoe onto the post.

PLEASE NOTE: Any pirate can be attached to any post.



- The gang plank can be pulled out and pushed in.
- Pull the anchor peg from the hole on the side of the Pirate Ship and pull to release the anchor line.
- Push the anchor line in and push the peg on the back of the anchor into the hole on the side of the Pirate Ship to re-attach the anchor.

Cannon Operation



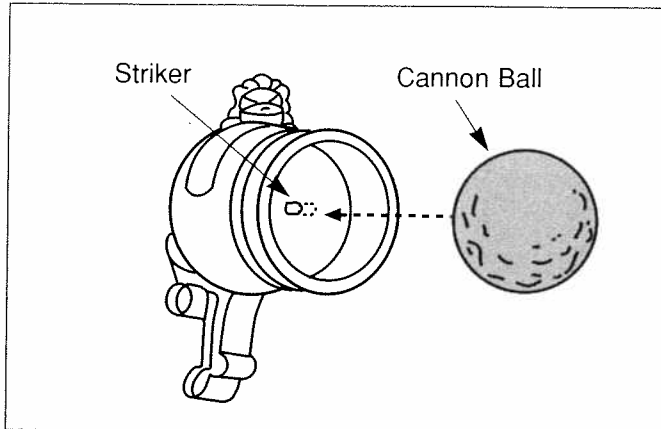
- Push down on the lever.
- The cannon door will open as the cannon comes out of the Pirate Ship.

PLEASE NOTE: Cannon balls can be stored in the cannon compartment.

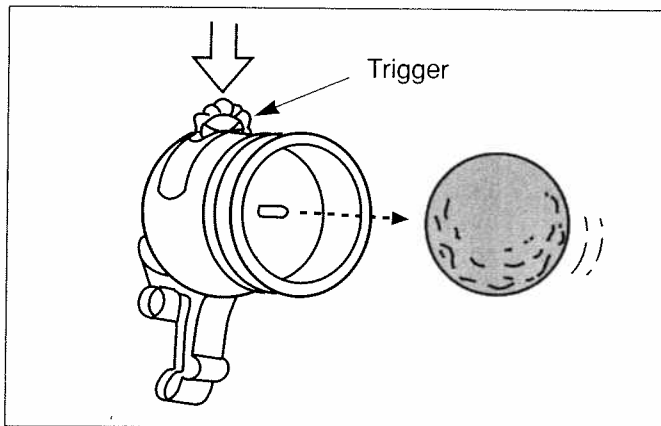
Firing the Cannon

⚠ CAUTION

- Do not fire the cannon at point blank range.
- Only use the cannon balls supplied with this toy.

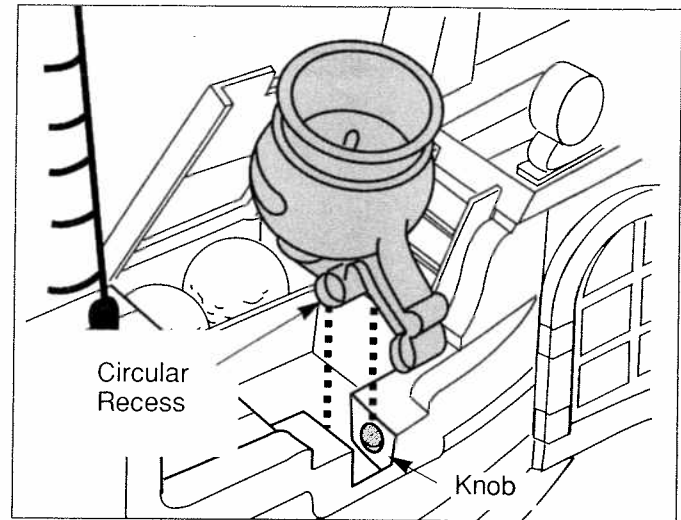


- Note the position of the striker.
- Load the cannon with a cannon ball. Press the cannon ball in until the striker cocks.



- Press the trigger to fire the cannon.
- PLEASE NOTE:** The cannon will only fire when it is in a level position and resting on the side of the Pirate Ship.

Re-attaching the Cannon

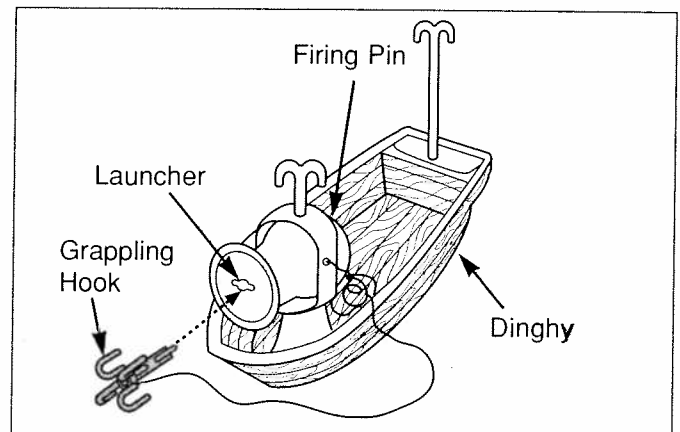


- If the cannon accidentally separates from the Pirate Ship, align the circular recesses on each side of the cannon base with the knobs in each side of the cannon opening.
- Push down to re-attach the cannon to the Pirate Ship.

Launching the Grappling Hook

⚠ CAUTION

Do not launch the grappling hook at point blank range.

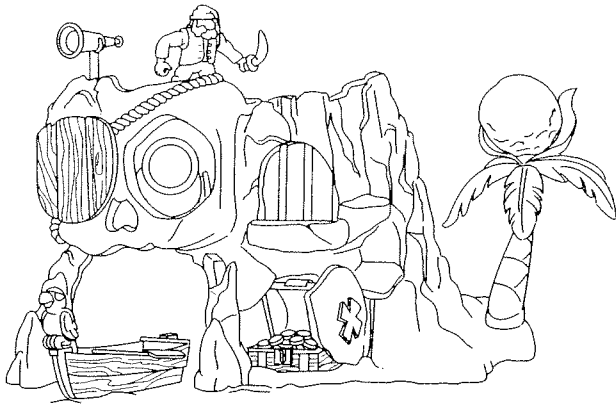


- The grappling hook launcher is located on the dinghy.
 - Fit and insert the shaft of the grappling hook into the launcher, until it locks into place.
 - Press the firing pin to launch the grappling hook.
- PLEASE NOTE:** The grappling hook launcher can be fully rotated and will launch at any angle.

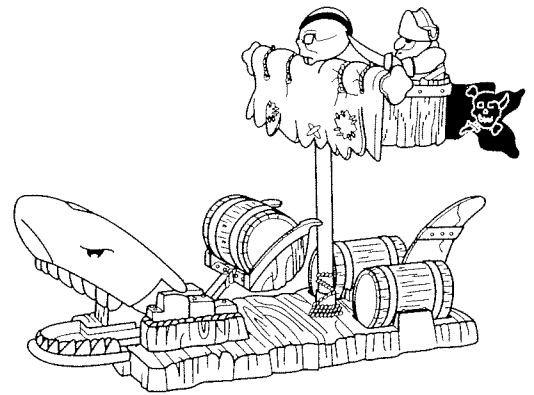
Care

Hand wash the Great Adventures Pirate Ship and its accessories with warm soapy water. Rinse with water to remove soap residue. Do not immerse the Pirate Ship in water. Do not wash the ship cannon or the grappling hook launcher.

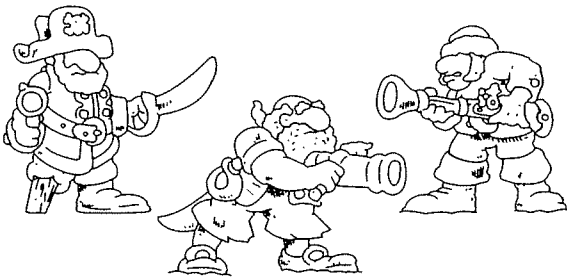
Look for these accessories to the Great Adventures™ Pirate Ship



7042 Pirate Island



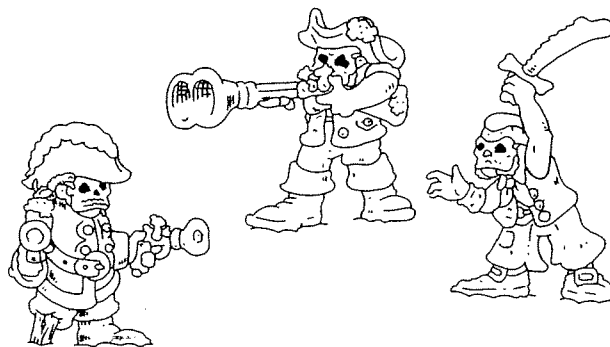
7044 Shark Raft



7046 Blue Beard Pirates



7048 Bandit Pirates



7047 Bad Bones Pirates