



# SPIDER PETE'S TREASURE™

CAN YOU HOOK THE RINGS BEFORE HE JUMPS?

SPIDER PETE HAS A TREASURE TROVE OF STOLEN RINGS, AND IT'S UP TO YOU TO GET THEM BACK. BUT BE CAREFUL - IF HE JUMPS BEFORE YOU HOOK 'EM, YOU HAVE TO RETURN THEM TO THE PILE. FIRST PERSON TO HOOK 5 RINGS WINS THE GAME.

## CONTENTS

- Spider Pete
- 12 Rings
- Molded Plastic Play Area with Treasure Chest & Launching Lever
- 2 Box Support Clips
- 1 Hook
- 2 Spider Dice
- 1 Hook Base
- 1 Treasure Die

**WARNING:**  
CHOKING HAZARD - Small parts.  
Not for children under 3 years.

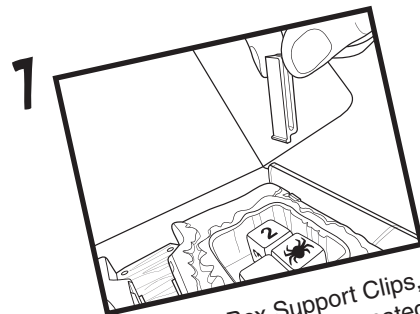
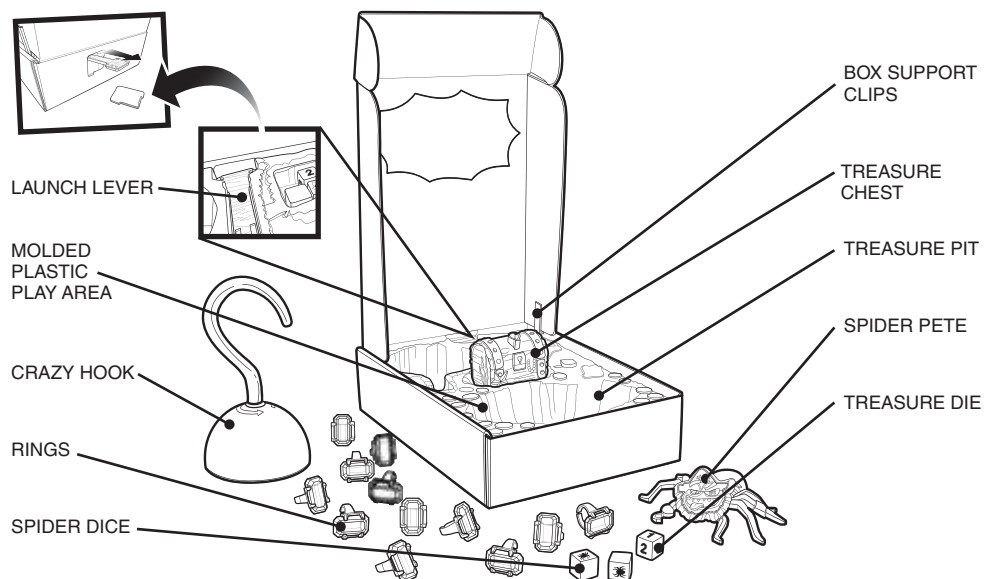
## OBJECT

Be the first player to collect 5 five rings.

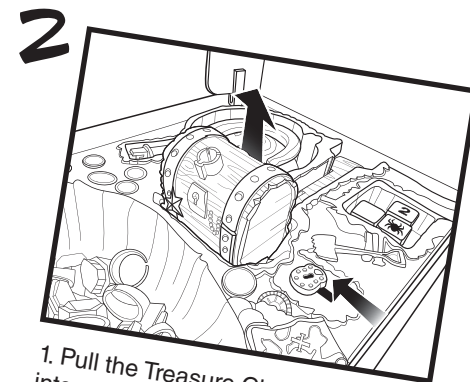
## SET UP

You will use the box to play the game.

NOTE: if this is your first time playing, punch out the perforated Launch Lever hole in the back of the box. Please discard the removed part - it will not be used in game play.

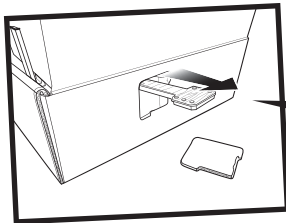


1. Take the 2 Box Support Clips, put them into their designated slots and then carefully insert the box top into the clips.

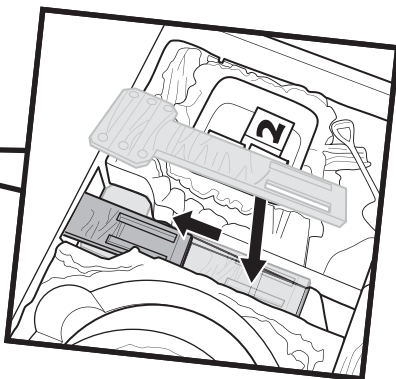


2. Pull the Treasure Chest up and into position until you hear a CLICK.  
2. Slide the purple lock towards the Treasure Chest to lock it in place.

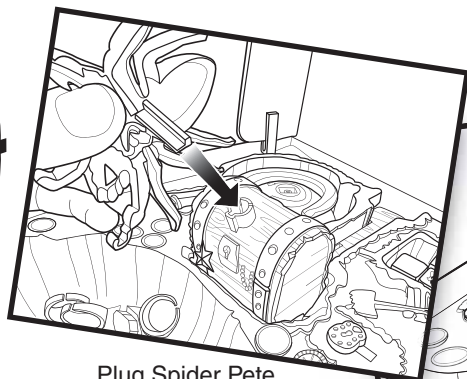
**3** Extend the Launch Lever completely.



If the lever is detached, please reattach as shown.

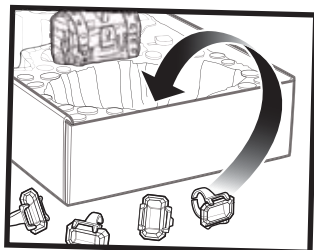


**4**



Plug Spider Pete into the top of the Treasure Chest.

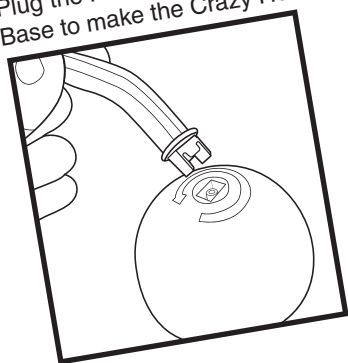
**5**



Place all of the Rings into the Treasure Pit of the Molded Plastic Play Area.

**7**

Plug the Hook into the Hook Base to make the Crazy Hook.



**6**

Determine who will be Spider Pete and who will be the Ring Pirate by rolling 1 spider die. Each player rolls the die, and the first player to roll a spider will control Spider Pete first. Then, the youngest among the remaining players will be the Pirate first. After, take turns accordingly.

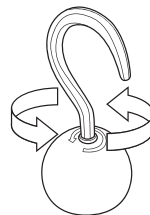
**8**

Give the Ring Pirate player the Crazy Hook and the Treasure Die. Give the Spider Pete player both Spider Dice.

## LET'S PLAY!

Two players participate at the same time as the Ring Pirate tries to take the rings from Spider Pete's treasure pit.

## RING PIRATE

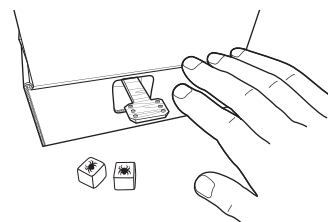


- Roll the Treasure Die. It will show a 1, 2 or 3. This number tells you how many rings you must collect on your turn.
- Grasp the hook by the handle and turn the hook counterclockwise until you hear a CLICK – ten or twelve turns should do. When you let go, the hook will begin to ROTATE.
- When ready, let the piracy begin! Use the rotating hook to try and steal the appropriate amount of rings from the Treasure Pit.

- You DO NOT have to hook all the rings you need AT THE SAME TIME. You may hook one ring, set it aside and quickly try to hook more rings. However, if you do hook more than one ring at once, good for you!
- If you successfully get the amount of rings you need, shout “ahoy!” to let the other player know. Keep the rings you have collected by wearing them on your fingers.
- If Spider Pete JUMPS before you get the rings you need, your turn is over and you must put any rings you have collected on this turn back into the Treasure Pit.

## SPIDER PETE

- Position yourself behind the box and have both Spider Dice ready to roll.
- As soon as the Ring Pirate starts trying to steal your rings, immediately roll your dice.
- Keep rolling until you get TWO spider symbols to come up on the dice. If you get two blanks, roll both dice again. If you get one spider symbol and one blank, set the die with the spider symbol aside and continue rolling the other die.



- As soon as both dice are showing a spider symbol, yell “ARRRGH!” and SLAP the Launch Lever. This will cause Spider Pete to jump and end the round.
- If you make Spider Pete jump before the Ring Pirate gets his or her rings, they must return all rings they have collected on their turn back to the Treasure Pit.

**WARNING:** Do not aim at eyes or face. Only use projectiles supplied with this toy. Do not fire at point blank range.

Once the round is over, new players take over as the Ring Pirate and Spider Pete. In a 2-Player game, just switch places.

## WINNING

The first player to successfully collect 5 rings wins the game!

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