**Object**
Remove the most treasures from Captain Hook’s hammock without waking him up!

**Rules**

**Set Up**

1. Unfold the game board.
2. Slide the tree trunks into the bases.
3. Put the tree tops on the tree trunks.
4. Loop rubber bands over the hooks on the tree trunks and around the hooks on the hammock.
5. Put Captain Hook at the center of the hammock.
6. Place all 12 treasures around him so the hammock is balanced.
7. Each player chooses a mover and puts it on any space on the game board.
ON YOUR TURN  The player with the next birthday goes first.

1. Spin the spinner.

2. If you spin a number, move that number of spaces clockwise around the game board, then follow the directions below based on what space you land on:
   
   A. If you land on a Treasure space, you may remove ONE treasure of the type indicated on the space using the tool of your choice.
   
   B. If you land on an ‘X’ space, you may remove ONE treasure of the color indicated on the space using the tool of your choice.
   
   C. If you land on a Tool space, you may remove any ONE treasure, but you must remove it with the tool indicated on the space.

3. If you spin the Broken Bridge, any player with their mover on a bridge space loses one treasure (if they have one) to Tick Tock Croc by placing it under the hammock. Your turn is now over.

ENDING THE GAME

When all the treasures have been removed from the hammock, the player with the most treasures is the winner! If you cause Captain Hook to fall out of the hammock, the game is immediately over and whichever other player – not counting you – with the most treasures wins.

SPECIAL NOTES

- Never use your fingers to remove a treasure. You must use a tool.

- Any treasures that fall off the hammock are given to Tick Tock Croc by placing them under the hammock.

- For an easier or more difficult challenge, try substituting rubber bands of different sizes.