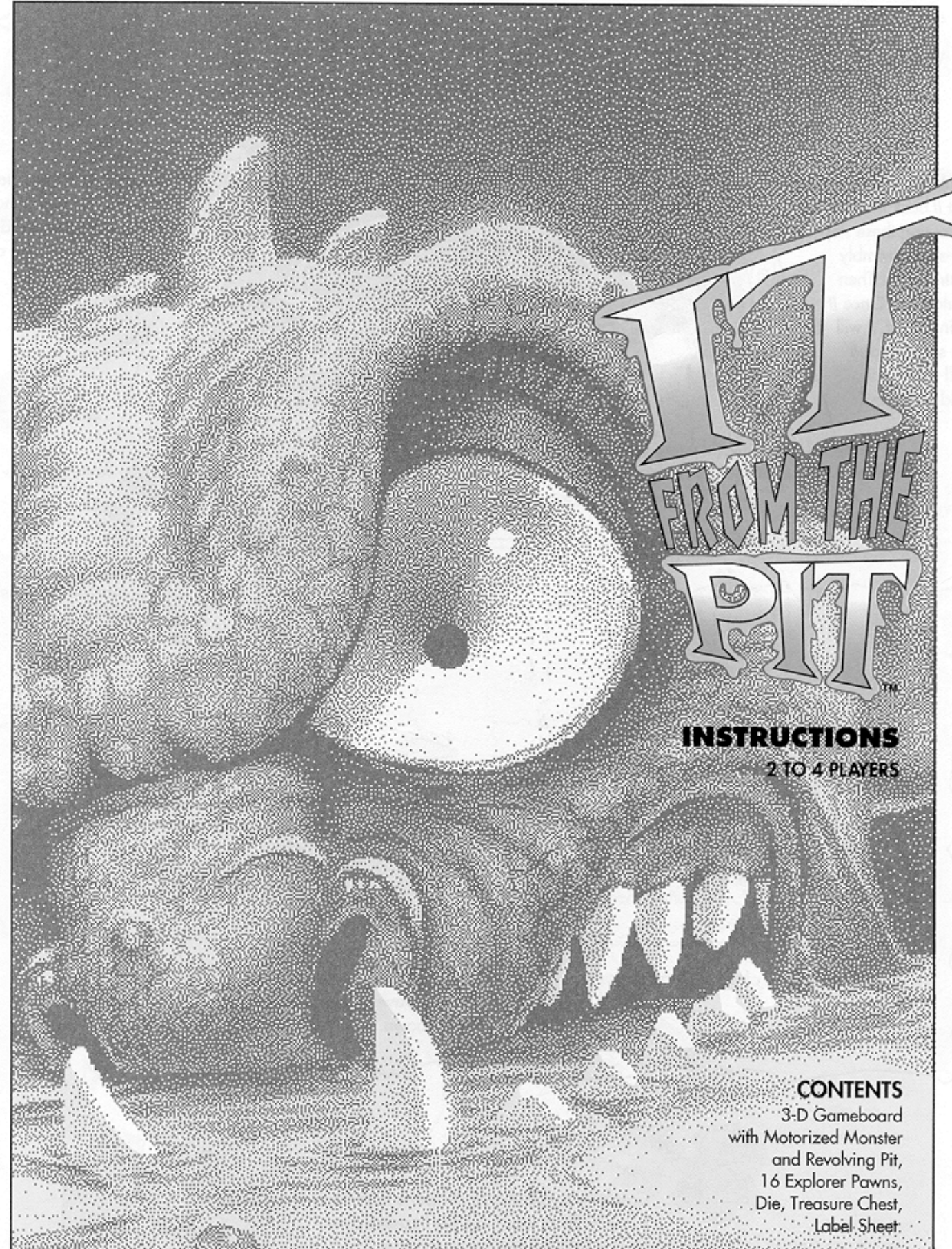


4304



# IT FROM THE PIT™

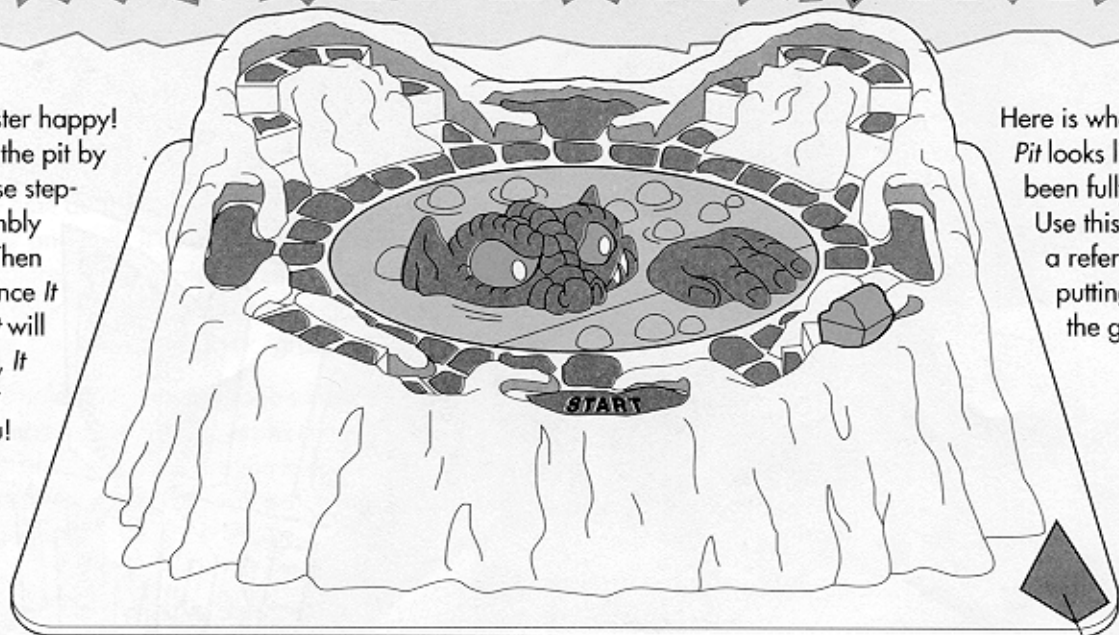
**INSTRUCTIONS**  
2 TO 4 PLAYERS

## CONTENTS

- 3-D Gameboard  
with Motorized Monster  
and Revolving Pit,
- 16 Explorer Pawns,
- Die, Treasure Chest,
- Label Sheet.

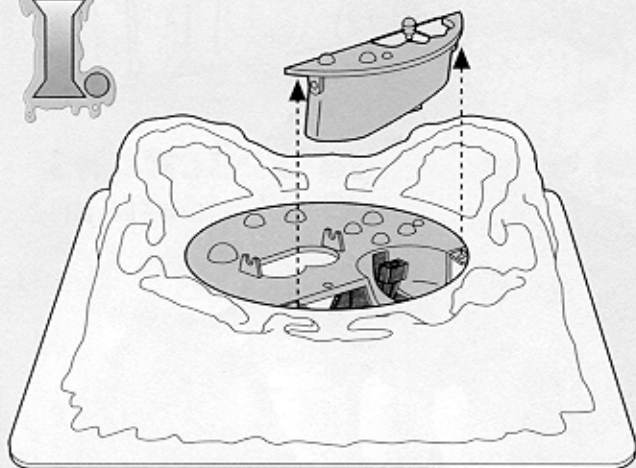
# ASSEMBLY INSTRUCTIONS

Make a monster happy!  
Put *It* back in the pit by following these step-by-step assembly instructions. Then watch out! Once *It* is in the pit, *It* will be so excited, *It* will reach out and grab you!

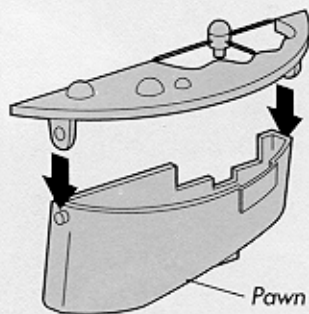


Here is what *It from the Pit* looks like after it has been fully assembled. Use this illustration as a reference when putting together the game.

1.



Remove section of pit platform shown.



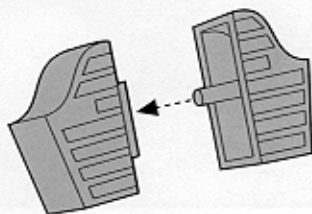
Pawn Holder

If platform section detaches from pawn holder, reattach as shown.

Place the name label on the corner closest to the Treasure Chest space.

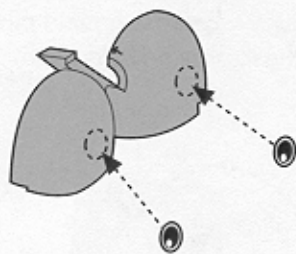
2.

Carefully detach the plastic parts from the runners. Then, assemble the treasure chest by pressing the two halves together.



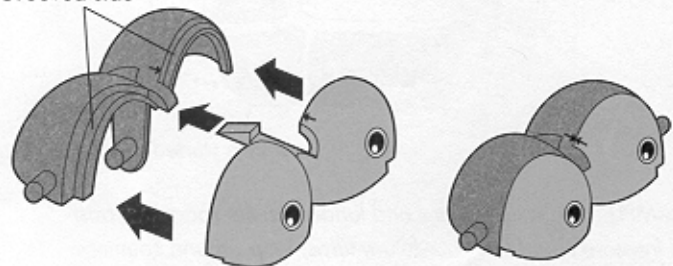
# 3.

## EYE ASSEMBLY

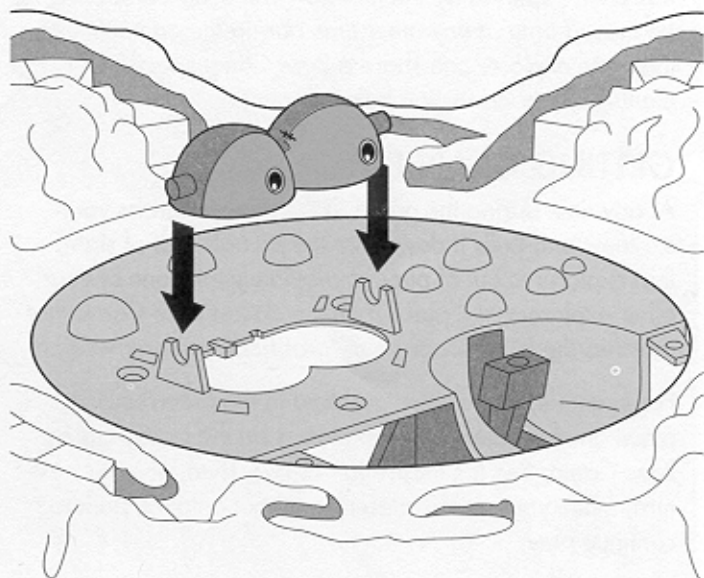


**Step 1:** Apply the eye labels to the orange eyes as shown.

Grooved side



**Step 2:** Then snap the orange eyes section onto the grooved green eyes section.

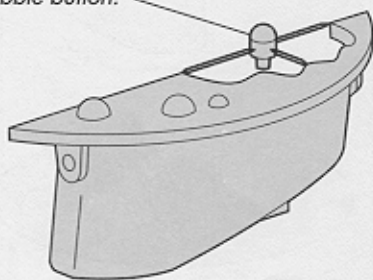


**Step 3:** Attach the eyes onto the pit platform. Make sure the eyes are facing as shown.

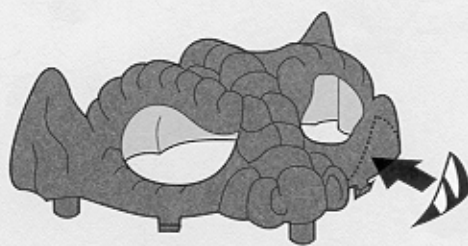
# 4.

## ASSEMBLY OF MONSTER HEAD, ON/OFF BUTTON & PAWN HOLDER

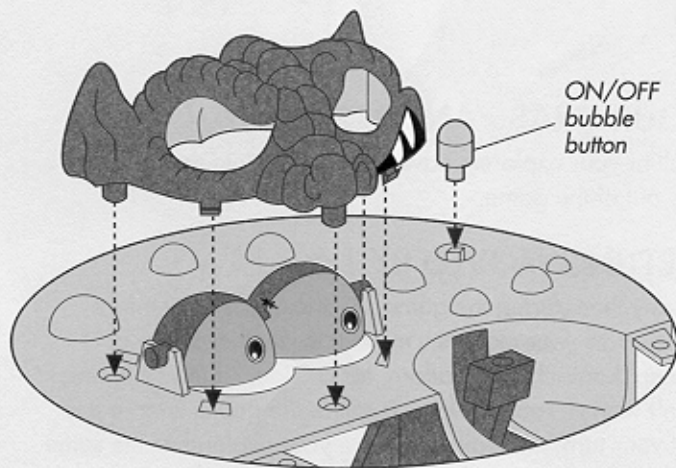
Detach bubble button.



**Step 2:** Carefully detach the green "bubble" button from the pit platform section. (Discard button runners.) This is the ON/OFF button. Insert this button into the small hole on the large pit platform, as shown at right.



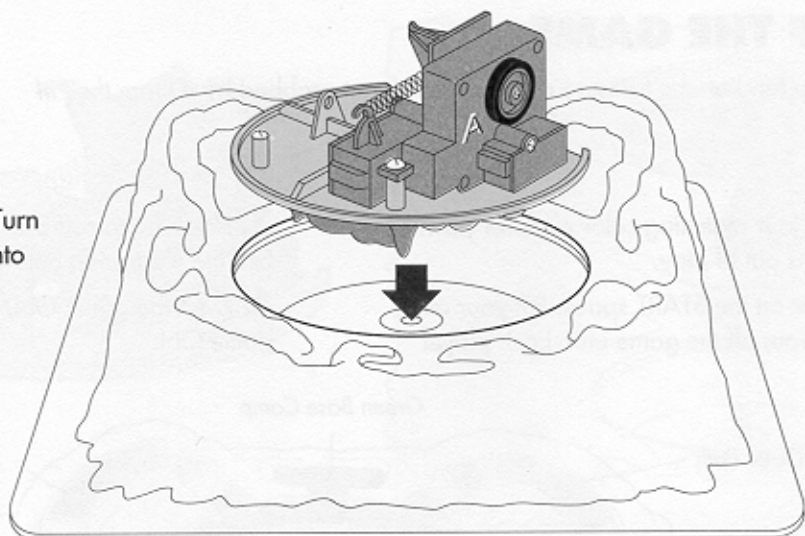
**Step 1:** Apply the teeth label to the monster.



**Step 3:** Insert the monster's head into the pit platform.

# 5.

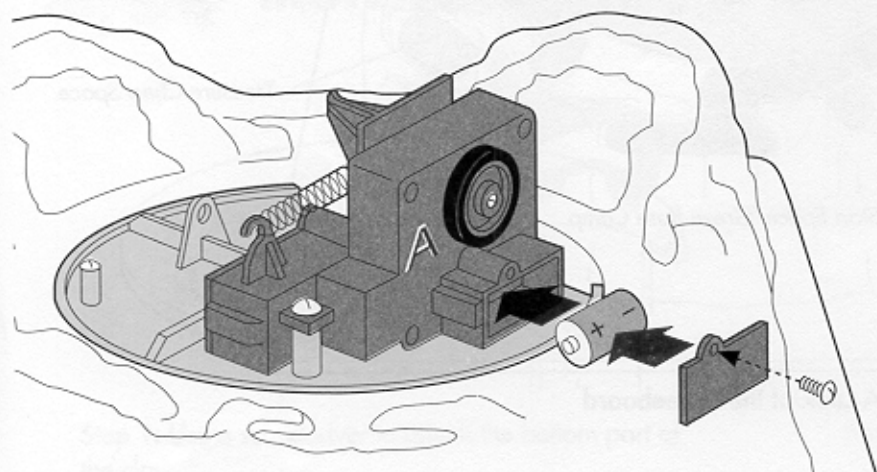
Remove the platform from the pit. Turn it upside down and place it back into the pit.



# 6.

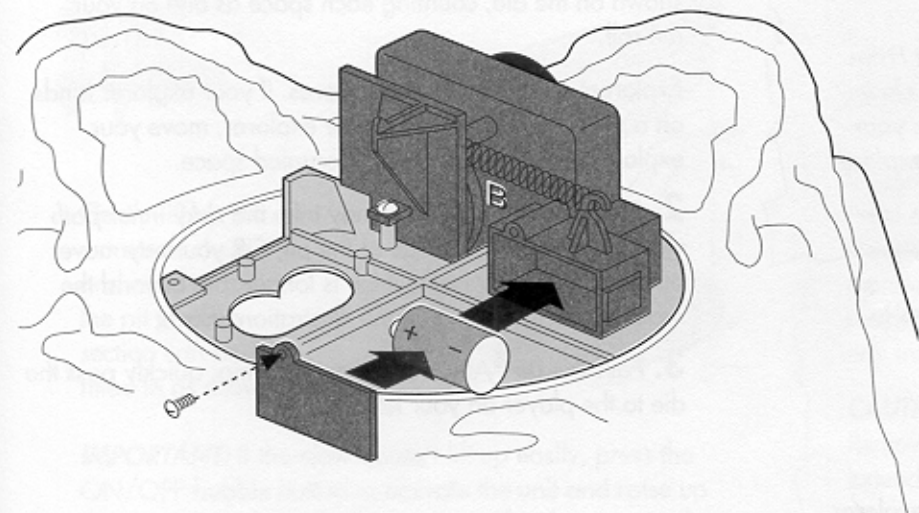
## BATTERY INSTALLATION

*It from the Pit* requires two "C" size alkaline batteries.



**CAUTION!** When the second battery is installed, the game unit may start up. If it does start up, lift up the green platform and push down on the ON/OFF bubble button until the unit shuts off. Then set the platform back into the pit as shown.

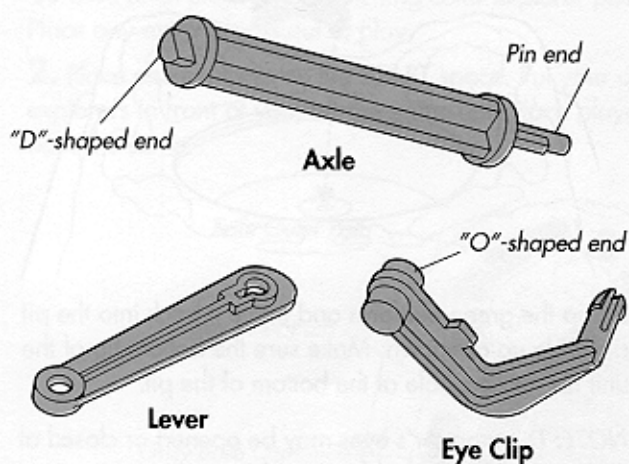
**Step 1:** Use a screwdriver to remove the screw and box cover from battery box "A." Insert one battery into box as shown. Make sure you match up the (+) and (-) symbols. Then screw the battery box cover back on.



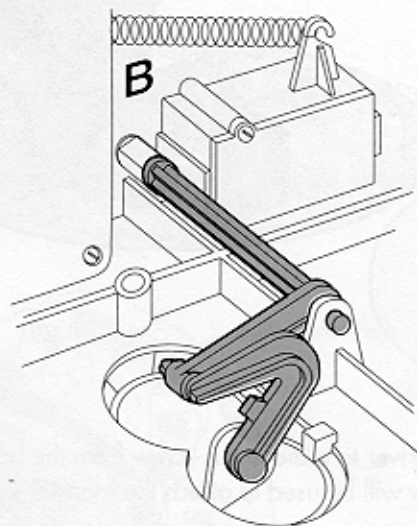
**Step 2:** Turn the platform around slightly to find battery box "B." Follow the same procedure for battery installation as described in Step 1.



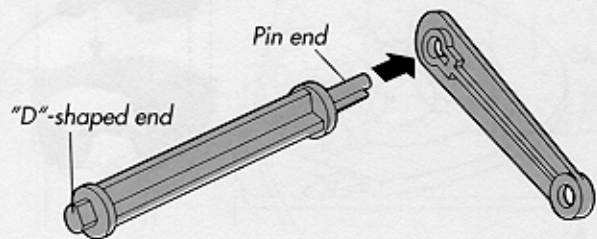
## LINKAGE ASSEMBLY FOR THE EYES



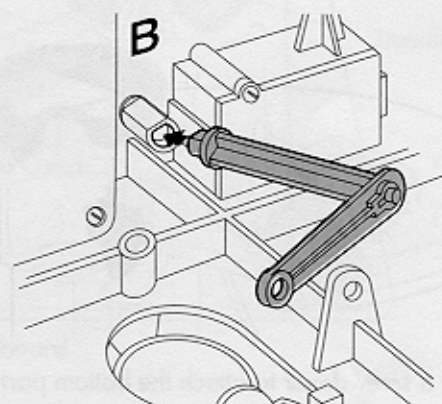
You will need three parts: the axle, lever and eye clip.



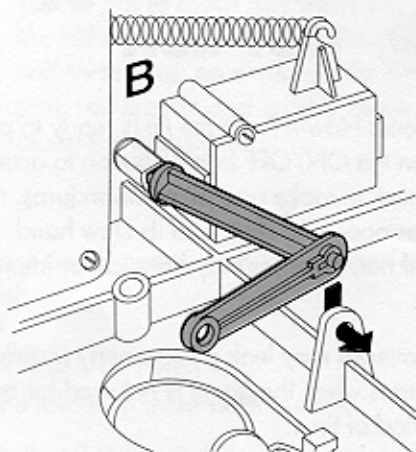
Here's what the linkage assembly will look like when completed. Follow the next four steps to put the axle, lever and eye clip together.



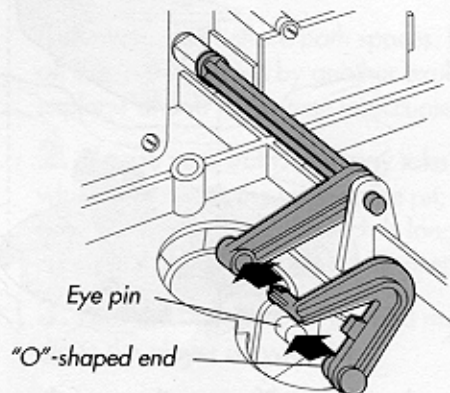
**Step 1:** Insert the axle into the lever.



**Step 2:** Insert the "D"-shaped end of axle into the "D"-shaped hole (near battery box "B").

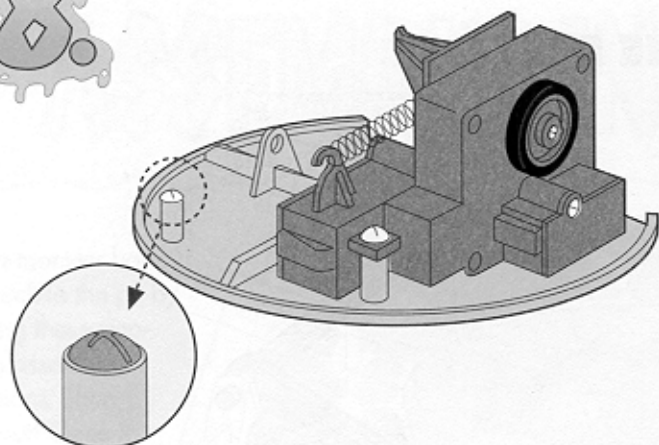


**Step 3:** Insert the axle pin into the hole.



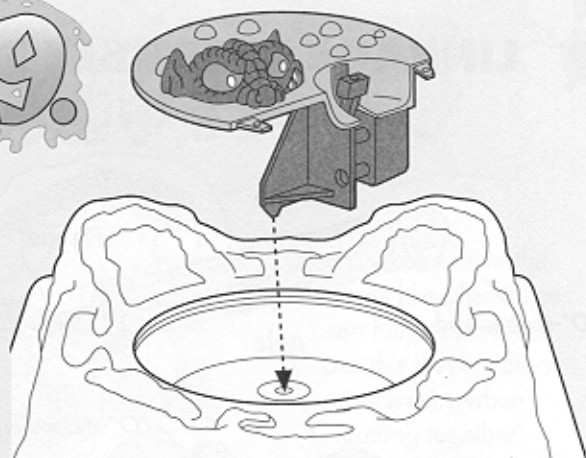
**Step 4:** Attach the "O"-shaped end of the eye clip to the eye pin. Insert the other end of the eye clip into the hole in the lever.

# 8.



Use a screwdriver to remove this screw from the base of the pit. This screw will be used to attach the monster's claw to its arm.

# 9.

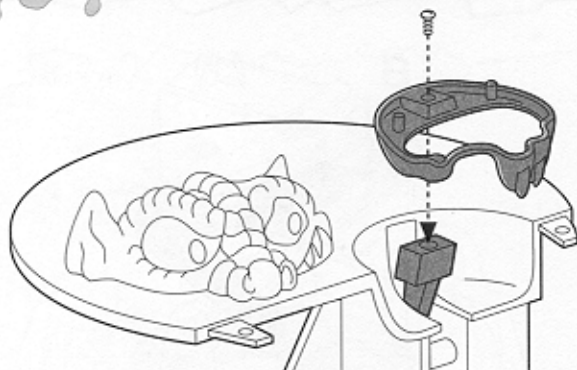


Lift up the green platform and place it back into the pit rightside up as shown. Make sure the bottom tip of the unit fits into the hole at the bottom of the pit.

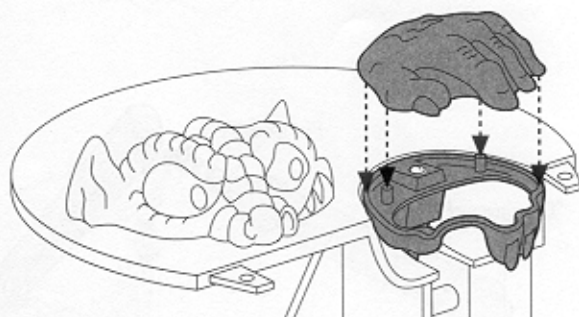
**NOTE:** The monster's eyes may be opened or closed at this point of the assembly procedure.

# 10.

## ASSEMBLY OF MONSTER CLAW



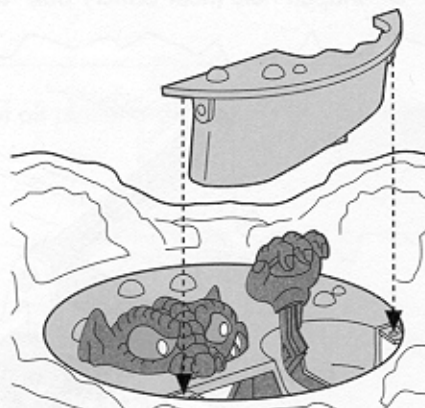
**Step 1:** Use a screwdriver to attach the bottom part of the claw.



**Step 2:** Press on top part of the claw.

# 11.

Gently lift up the monster's claw and arm, so that the pit platform section can be fitted in as shown.



**IMPORTANT:** If the claw doesn't lift up easily, press the ON/OFF bubble button to activate the unit and raise up the claw. Turn the unit off as soon as the claw is raised.

# 12.

## TEST RUN

**Congratulations!** Now *It From the Pit* is ready to play. Press down on the ON/OFF bubble button to activate the game. Check to make sure pit platform turns, the monster's eyes open and shut, and its claw hand reaches out. If not, batteries may be weak or improperly installed.

**CAUTION!** Batteries may leak if improperly installed. Remove batteries when the game is not used for an extended period of time.

## OBJECT OF THE GAME

Be the first explorer to land on the treasure chest. But don't get grabbed by *It From the Pit!*

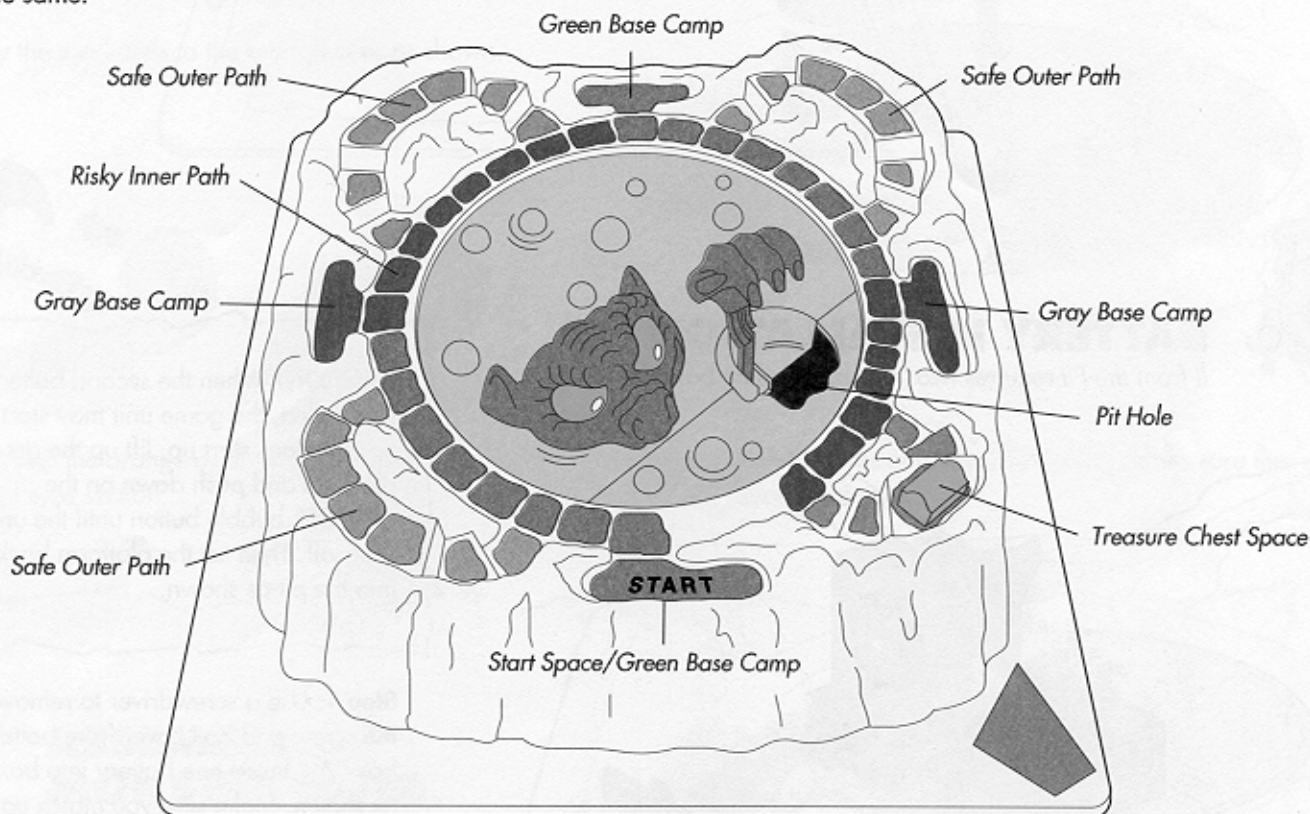
## SETUP

1. Give each player four matching color explorer pawns. Place any extra pawns out of play.

2. Place one explorer on the START space. Put your other explorers in front of you, off the game unit. Each player does the same.

3. Place the treasure chest on the Treasure Chest space. See the illustration below.

4. Press the green ON/OFF bubble button to turn the game ON.



A Look at the Gameboard

## HOW TO PLAY

### MOVE FAST TO WIN!

*You've got to move fast when you play *It From the Pit!* Every few seconds, the monster's claw will try to grab an explorer. So, when it's your turn, roll the die and quickly move your explorer along the game path.*

Choose one player to go first. Play then continues to the left.

### ON YOUR TURN

Do the following three steps *quickly*:

1. **Roll and Move.** Roll the die and move your explorer *clockwise* on the path around the pit. Move the full count

shown on the die, counting each space as one on your die roll.

Explorers *cannot* share path spaces. If your explorer lands on a space occupied by another explorer, move your explorer ahead to the next unoccupied space.

2. **Choose your Path.** You may take the *risky inner path* which runs along the edge of the pit; OR you may move onto the *safe outer path* which is longer, but beyond the reach of the monster. See the illustration above.

3. **Pass the Die.** After rolling and moving, quickly pass the die to the player on your left.

## BASE CAMPS

There are four Base Camps on the game unit. See the illustration on the previous page. A Base Camp is where a new explorer pawn is brought into the game after an explorer has been captured by the monster. *The Base Camps cannot be moved onto at any other time during the game.* (More than one explorer can share a Base Camp space.) See *Getting Grabbed* section below.

## GETTING GRABBED

At any time during the game, if the monster grabs your explorer and pulls it down into the pit hole, out of sight, that explorer is out of play. *Immediately* take one of your other explorers and place it on the closest Base Camp that matches the color space your "grabbed" explorer was on.

For example, if you were grabbed in the green section, place another one of your explorers on the closest green Base Camp. See the illustration below. Then, on your next turn, move your new explorer pawn out onto the path to continue play.

An explorer was grabbed from this green section of the gamepath.

Place a new explorer on this green Base Camp.



## FOUR GRABS AND YOU'RE OUT

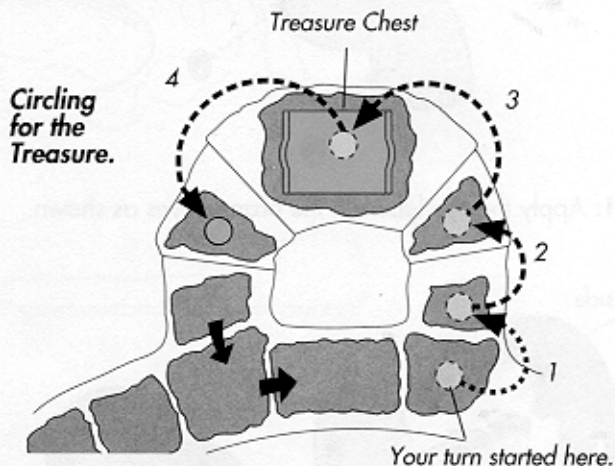
If all of your explorers have been pulled into the pit, you are out of the game.

## GETTING MOVED BY THE CLAW

At any time during the game, the monster's claw might knock over your explorer, move it to another space or sweep it onto the pit platform for a "ride." If this happens, don't worry! *Your explorer is still in the game.* Even if it is not your turn, immediately return your explorer to the same path space it was on before it was moved or knocked over.

## HOW TO WIN

The first explorer to land on the Treasure Chest space by exact count wins! To do this, you may have to take several turns to circle *counterclockwise* around that section of the gamepath. See the illustration below.



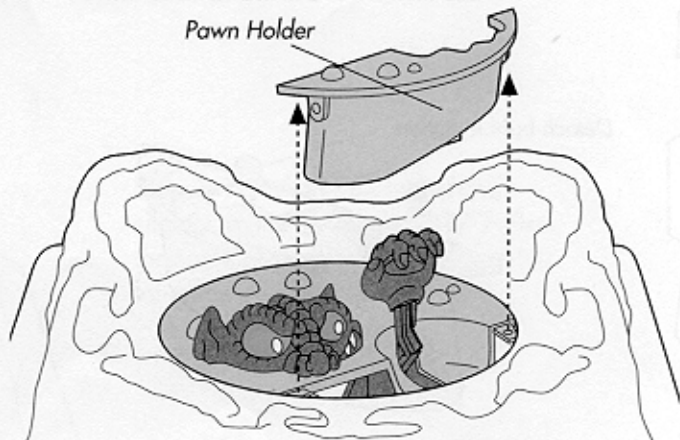
**EXAMPLE:** You rolled a four and landed on the space just past the treasure chest! On your future turns, loop around counterclockwise and try again!

## "IT" COULD WIN!

Watch out! If all players' explorer pawns have been grabbed by the monster, then "It" has won the game!

## PLAY ANOTHER GAME

To play again, you must rescue all of the explorers from the pit. First, press the ON/OFF bubble button to OFF when the monster's claw is raised up. Then, gently lift out the pit platform section as shown below. Remove the "grabbed" explorers from the pawn holder and you're ready to play another game!



Lift out the pawn holder to remove captured explorers.

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