

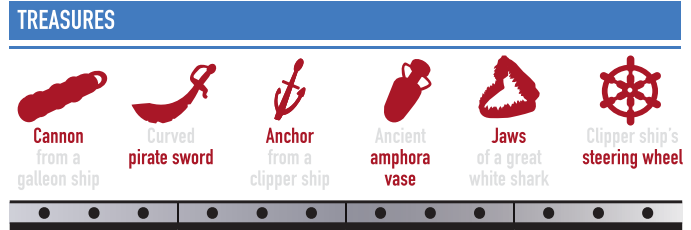
6+ ADULT SUPERVISION OR ASSISTANCE IS RECOMMENDED.

HOW DOES TREASURE DIVER WORK?

What makes this awesome game work is a cool science thing called “Archimedes’ principle.” This principle states that an item will float when its weight is less than the weight of the water it displaces.

“Huh? What does that even mean? Please explain – I gotta know!”

OK... In the 17th century (that’s hundreds of years ago!), this French philosopher and science guy, René Descartes, proved his principle with an experiment this fun game is based on. The Diver has an air bubble trapped inside it and when you squeeze the bottle around it, the pressure of your squeeze is transferred



through the water to the air bubble inside the diver, making the bubble smaller.

This smaller bubble now takes up less space in the water. The diver now weighs more than the water it displaces, so (drumroll, please) ...it sinks! When you stop squeezing the bottle, the bubble returns to its original shape, making the diver less dense and now... it floats up again! If you can match the weight of the diver to the weight of water it displaces, the diver will not sink nor float, but will be “neutrally buoyant” and hover in one spot.

Pretty cool, huh?!

SETTING UP YOUR TREASURE DIVER

1. Pour all the provided gravel into the bottle. Do not replace or add any other type of gravel to the gravel.
2. With the bottle standing upright, fill it with cool tap water. Make sure you fill it all the way to the brim. Let the bottle sit for a few minutes to allow any air bubbles to escape.
3. Drop your six (6) treasures in the bottle and let them sink to the bottom.
4. You’re now ready for the diver! Insert it into the bottle with the claws pointing down. It will float at the neck of the bottle.
5. Once your diver is in place, insert the sealer in the top of the bottle and screw the cap on tightly – only then, snap the base on. We know you’re excited, but don’t flip the bottle over just yet!
6. Tap the sides of the bottle. This allows any bubbles caught in between the diver’s claws to escape. This is also a good time to take your diver for a test run. Go ahead and squeeze the bottle gently—the diver should sink, and the claws should open. If the diver does not sink with squeezing or the claws don’t open, tap the bottle again.
7. Now go ahead and squeeze the bottle once more until your diver hovers in the middle of the bottle. Then, begin to turn the bottle over SLOWLY.
8. The gravel will collect at the base of the bottle and your treasures will rest on top of the gravel. The diver will float at the top of the bottle.
9. You’re now ready to play with your TREASURE DIVER game. Make sure you keep your bottle and base on a flat surface.

PRECAUTION:

It’s extremely important to keep your TREASURE DIVER bottle completely filled with water. “Why?”, you may ask. Well, as you learned in the “How Does TREASURE DIVER Work?” section, the small air bubble is responsible in helping the diver to move up and down. If there is too much air in the bottle, it will be difficult to manipulate your diver’s movements. Do not use excessive force or pressure to move or control your diver, as this may cause damage to the bottle. (If your game still seems difficult to operate, please reread and follow the instructions.)

HOW TO PLAY

ONE PLAYER GAMES

Claw Master:

To become a Claw Master, recover all six treasures from the bottom and bring them back to the surface one at a time.

Claw Master Expert:

To become a Claw Master Expert, recover all the treasures in this order: Anchor, Shark's Jaw, Ship's Wheel, Sword, Vase and Cannon.

Claw Master Commander:

To become a Claw Master Commander, recover all the treasures in this order: Anchor, Shark's Jaw, Ship's Wheel, Sword, Vase and Cannon... but in less than five minutes! Ready, set, go!

GAMES FOR TWO PEOPLE OR MORE

Battle for the Treasure:

The first player takes their turn trying to retrieve one of the treasures. If the diver reaches the bottom and doesn't capture any treasure, the next player goes. If the first player retrieves an item all the way to the surface, they get to try again until they fail. The first player who retrieves all six treasures wins the Battle for the treasure!

Catch & Release:

To win, score the most points after ten rounds. Points are scored by picking up one of the items, bringing it to the top of the bottle, releasing it and then catching it with the diver before it touches the bottom. One point is scored every time you catch it this way. If you don't catch it before it touches the bottom, play passes to the next player. A round is counted when everyone has had a chance to play.

Ticking Clock:

Win by recovering the most artifacts in three minutes. To play, set a timer and see how many treasures you can recover before time runs out. Each time your diver lifts an item off the bottom and takes it to the top of the bottle you get a point. However, you cannot recover the same item two times in a row. After the three minutes is up, it's the next player's turn to try to beat the clock.

My Game, My Way:

Invent your own awesome games and challenge your friends. Practice makes perfect!

The Treasure Diver works on a delicate balance of water pressure and buoyancy and occasionally can sink to the bottom of the bottle. This is normal and you can follow the instructions below to resume play. Just like commanding a real submarine, stay cool with steady hands and recover as many treasures as you can without sinking!

TROUBLESHOOTING

Your diver has sunk or its claws are stuck in the open position.

REASON: There is no air bubble in the diver; this can happen if the bottle is shaken too hard or turned upside down too rapidly.

WHAT TO DO: Use the recovery tool provided to fish your diver out of the bottle, shake the diver hard to get rid of the water and then follow Steps 4–6 of the instructions to reset your diver.

Your TREASURE DIVER bottle leaks.

REASON: Make sure that the cap is screwed on tightly and that there is no gravel between the sealer and the bottle cap.

WHAT TO DO: Rinse the cap out thoroughly.

Your TREASURE DIVER cannot lift treasures but can float up by itself.

REASON: Your diver may have become less buoyant due to loss of air.

WHAT TO DO: Your diver just needs some retuning. Look at Steps 4–6 of your "setting up" instructions to make this adjustment.

If one of my treasures won't sink, what do I do?

REASON: Sometimes tiny air bubbles can form around a treasure, which can prevent it from sinking right away.

WHAT TO DO: If this happens, lightly tap the treasure with the recovery tool to make it sink.

CARE AND STORAGE

For best results in caring for your TREASURE DIVER game, empty the water from the bottle and allow all parts and accessories to dry completely before storing.

NOTE – The TREASURE DIVER bottle is NOT for use as a drinking water bottle.

www.theclawsome.com

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