

PRICES FOR EQUIPMENT

Complete Game	\$1.00
(Including all equipment)	
Game Board only	0.65
Set of Playing Cubes	0.15
Two Cube Boxes	0.15
Set of 12 Counters	0.20
Rules	0.04

Any of the above items will be mailed postpaid on receipt of remittance by the Publisher.

ADDRESS

**GEM PUBLISHING COMPANY
CLEVELAND, OHIO**

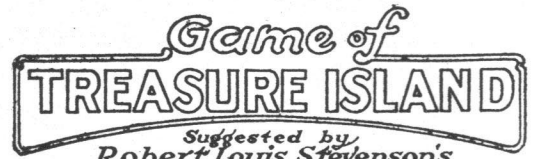


For Protection of Game when not in use it is enclosed in a Heavy Craft Envelope Size $14\frac{1}{4} \times 14\frac{1}{4}$

Look for the Pirate and the Chest Design on the envelope.

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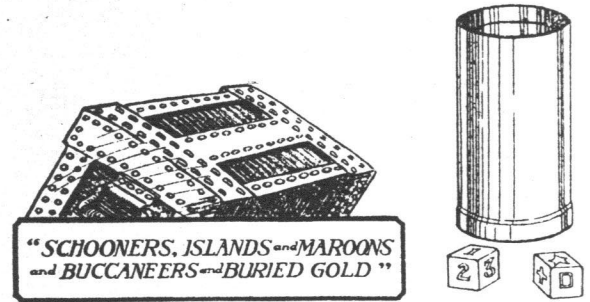
INTRODUCING



*Suggested by
Robert Louis Stevenson's
Story*
TREASURE ISLAND

The story of "Treasure Island" (a freak of fancy) written to amuse a child, has enchanted thousands of boys, girls, men, women, statesmen and judges.

The "Game of Treasure Island" will be enjoyed by all who have read the story, and prove equally entertaining to the many thousands of others young and old.



"SCHOONERS, ISLANDS and MAROONS
and BUCCANEERS and BURIED GOLD"

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PUBLISHERS

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GAME OF TREASURE ISLAND

DESCRIPTION

PLAYING CUBES—The cube numbered from 1 to 6, inclusive, combined with the figure 2 on the accompanying cube (which also contains the symbols)



make it possible to throw the numbers 1 to 8, inclusive, indicating the number of spaces your man can be advanced in the course on the diagram.

The symbol "D," when thrown with any number, entitles the player to a repeat roll and he can continue to repeat as long as he rolls the symbol "D".

The "STAR" and "CROSS" have no value except for rescuing men held captives.

THE DIAGRAM — Consists of a center circle "The Inn," from which place all crews representing the players of the game are grouped for the start. A Border, encircling four large circles and within the fourth large circle a smaller circle enclosing "Treasure Island," the desired goal.

SPACES—All circles and the border are subdivided into small one-half inch circles, referred to in rules as "Spaces."

CIRCLES—1, 2 and 3 enclose points of danger, Barren Island, Cannibal Island and Pirate Cove, in which capture takes place.

"FLAGS"—Mark these danger points and if landed on by exact count your man becomes a captive.

"OUT"—Marks the points of escape to the next succeeding large circle or border when landed on by exact count.

"IN"—Marks the points on the border at which the player must enter the large connecting circle.

"STARS"—Mark the points at which

your man is re-entered in the game after "Rescue" from captivity.

"CROSSES"—Mark the points on the border at which your man is re-entered in the game after "Grand Rescue" from captivity.

"PENNANTS"—Mark the entrance from the fourth large circle to the Inner Circle and from the inner circle to Treasure Island.

"ARROWS"—Indicate the course the "Crews" must follow until reaching the fourth and last large circle where moves can be made in "Either Direction" until the goal is reached.

RULES FOR PLAYING

Two, three or four can play. Each player using a crew of 2 men.

Start—Advance your man in the direction of the Arrows (counting the space marked "start" as one.) the number of spaces indicated by the combined numbers on the two cubes. One throw of the "Cubes" completes a turn (except when "D" is thrown.)

The space on which the man rests is not counted on succeeding plays as it was the last count of the preceding play.

Player's Choice—On your next turn start another of your crew or move the man already in play, except when any of your crew are held captive, in which case the "Star" and "Cross" on the cubes are of value and must be used for "Rescue."

You must move in your turn if possible.

Occupied Spaces—If a space is occupied by one of your own or opponents men, take the next vacant space beyond, as only one man can occupy a space at a time. This rule must be enforced whether it is to the player's advantage or disadvantage.

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Passing—You can pass your own or opponent's men anywhere in the game.

Escape—Landing by exact count on a space marked "OUT" entitles your man to escape on the next turn to the adjoining circle or border.

When the "OUT" space is occupied you are blocked from escape and must continue within the large circle taking the first vacant space beyond.

YELLOW SPACES — Opposite the "OUT" spaces act as a signal that you can on your next turn escape to the border or connecting circle if resting on an "OUT" space.

Short Cut—Escape at the "Out" space connecting the adjoining large circle is desirable if it can be accomplished.

Border—Landing by exact count is not required on the space marked "In" at which point you must enter the large connecting circle just as if playing on a straight course.

Capture—Landing by exact count on one of the "Flag" spaces forces your man to enter as captive either Barren Island, Cannibal Island, or Pirates Cove as the case may be. Men can be captured any number of times before final escape to the border or adjoining circle.

Rescue—The throwing of a "Star" entitles you to re-enter one man from the place of captivity to the "Star" space in the large circle surrounding same and move him forward the number of spaces indicated on the accompanying cube counting the "Star" space as one.

Grand Rescue — The throwing of a "Cross" when accompanied by the numbers 1, 3, or 6 (otherwise of no value) entitles you to re-enter one man from place of captivity (and any further chance of recapture until reaching a similar point of danger) to the "Cross"

space on the border opposite the large circle surrounding the point of captivity and move him forward 1, 3 or 6 spaces which ever number shows on the accompanying "CUBE" counting the "Cross" space as one.

If the "Star" or "Cross" spaces are occupied, you are governed by the rules of "Occupied Spaces" and escape to the first vacant space beyond, counting this space as one and moving forward as instructed above. The rules of Capture, Rescue and Escape apply to circles 1, 2, and 3.

Treasure Island—Landing by exact count on spaces designated by a "PEN-NANT" in the fourth large circle entitles the man to enter the inner circle and landing by exact count on one of the "PENNANT" spaces containing the letter "T" on the inner circle to enter Treasure Island. The player whose crew first reaches the goal, TREASURE ISLAND, wins.

ADDITIONAL RULES

Always move in the direction of the arrows.

If all your men are captives the letter "D" entitles you to a repeat throw in your effort to throw a star or cross to release them.

You can only release one man from captivity on the throwing of a star or cross.

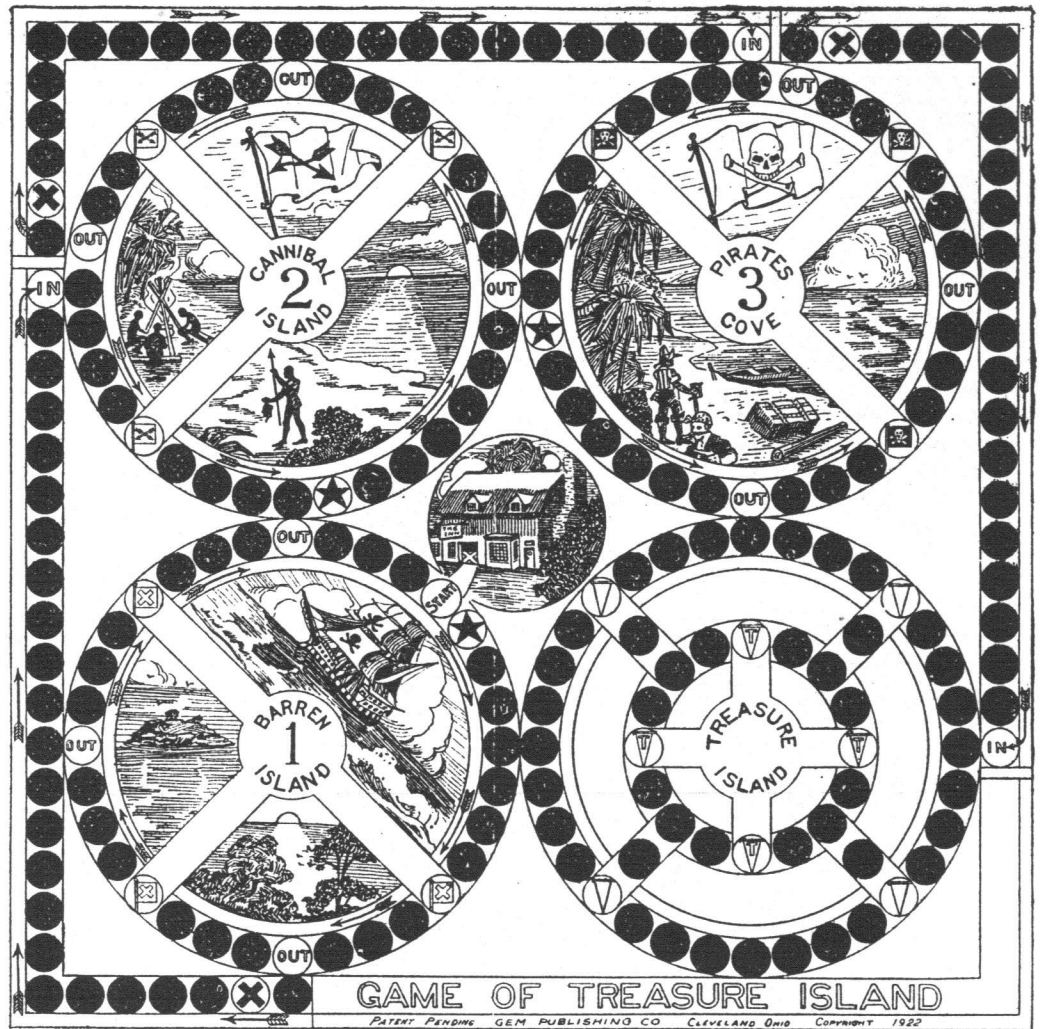
Your position in the game can often be improved by "Capture" and a quick "Rescue" or "Grand Rescue," but as a general rule, it is advisable to escape capture by moving some other member of your crew if possible.

The player who is alert and watches each move will usually win the game.

RULES COPYRIGHTED 1922

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The diagram for playing the "Game of Treasure Island" is lithographed in beautiful colors and is mounted on an extra heavy weight card board, measuring $13\frac{3}{4}$ x $13\frac{3}{4}$, neatly bound in black morocco grain skytogen. Each game is enclosed in a heavy weight, illustrated envelope for protection.