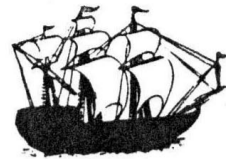


No. 4570

“PLUNDER”



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The game “PLUNDER” consists of a board with a travel lane of squares around the outer board, and a series of islands within the travel lane, leading to the Treasure Chest in the center, four orange standards, representing Pirate ships and four green standards, representing Merchant ships, small coins represent pieces of eight, large coins represent doubloons and one die.

The player, Pirate or Merchantman, who first sails his ship completely around the outer lane of travel and through the islands to the Treasure Chest, wins the treasure.

The treasure is built up from the tribute paid into the chest by the players as they travel around the outer lane of travel.

COLOR OF COINS—Pieces of Eight are silver and Doubloons are gold.

VALUE OF DOUBLOON—Each doubloon is worth ten pieces of eight.

NUMBER OF PLAYERS—Any number of players from two to eight may play the game.

HOW TO PLAY THE GAME

Each player is given an equal number of pieces of eight and doubloons.

To start the game, each player selects either a Pirate or Merchant Ship (it is suggested that there be an equal amount of each when played by a group). Each player then rolls the die to determine who starts the First move—High Number starts to play by rolling the die to determine the number of moves he advances his ship, each square or island being a move. For instance, if he rolls a six, he moves his ship forward six squares. If a player is a Pirate and lands on a green square, he pays into the Treasure Chest the same number of pieces of eight as the squares he advanced. If a player is a Merchantman and lands on an orange square, he pays the same number of pieces of eight as the squares he moved. If a Pirate lands on an orange square, or a Merchantman lands on a green square, he pays nothing.

THE BLACK SPOT

If a player at any time lands on one of the “Black Spots” all other players in the game, other than the player advancing, pays one piece of eight into the Treasure Chest.

SHIPWRECKED

When a player lands on the red corner marked “Shipwrecked” he loses his next turn.

MAROONED

When a player lands on the red corner marked “Marooned” he remains there until some player, including himself, rolls a three, at which time he moves his ship forward three squares. The player rolling the three, if a player other than the marooned player, does not move his ship forward, but loses his turn.

If more than one player is on the marooned spot at one time they are all automatically saved when a three is rolled.

WALK THE PLANK

When a player lands on the red corner marked “Walk the Plank”, he immediately rolls the die again and moves his ship back the number of squares as the number he rolled. If he lands on a square of a different color than his ship, he pays into the Treasure Chest as many pieces of eight as he moves back.

START OF TREASURE HUNT

When a player reaches the entrance or start of the Treasure Hunt, he continues his moves onto the islands as around the travel lane, counting the entrance of “Start of Treasure Hunt” as one move. After a player once enters onto the islands, he no longer pays into the Treasure Chest, but continues to roll the die as his turn comes and to move forward.

When a player passes another player on any island before reaching “Half-Way Island” the player so passed has the option of moving his ship back to the space marked, “Start of Treasure Hunt” or pay the player passing him 3 Pieces of Eight in order to remain on his present island.

When a player passes another player between Half-Way Island and the Treasure Chest, the player so passed has the option of moving his ship back to the space marked, “Half-Way Island” or pay the player passing him 5 Pieces of Eight in order to remain on his present island.

PIRATE CAPTAINS AND MERCHANT SHIPS

The Eight Circles Within the Inside Travel Lane which Bear Numbers from One to Eight and of which 4 are named after Pirate Captains and the other 4 being named after Merchant Ships are Designated as Free Spots. Therefore if a player Falls on one of either kind, regardless of whether he owns a Pirate or Merchant Ship he has made a Capture and can take his choice of another roll of the die and progress the number which he rolls or else he can take as ransom 5 Pieces of Eight Out of the Treasure Chest and remain there until his next turn. This play is a matter of deciding which is your best play, if you choose to take another turn and you roll a number which takes you onto another Numbered Circle. You again have your choice of a Free Turn or 5 Pieces of Eight.

HALF-WAY ISLAND

If a player is on Half-Way Island and is passed by another player, he does not move back as Half-Way Island is a safe spot for all ships.

COVES

A player may at any time, when he reaches the island in front of a cove move into the cove to save himself or to hide. It requires, however, at least one move from the island at the entrance of the cove to go into the cove. A player may sacrifice several moves to go into the cove. For instance, if a player rolls a six and comes to the island at the entrance of a cove on his third move, he may go into the cove and sacrifice the additional two moves. A player in a cove must move out on his next turn unless he is bottled up by the ship of another player occupying the island at the entrance of the cove, in which event he loses his turn. Only one player may occupy any one cove at a time.

SHOALS

A player may move into the shoals to save himself or to hide, there being seven shoals in a series and each constitutes one move. A player may move out from the shoals even though the island in front of the last shoal is occupied. If the ship of another player is on the island in front of the last shoal and the ship coming out of the shoal passes the player on the island, the player so passed moves his ship back to the Start of the Treasure Hunt or to Half-Way Island, depending upon the location of the shoal. Only one player may pass through any one set of shoals at a time.

RETURN TO HAVANA

A player landing on an island marked “Out of Powder” or “Out of Water” returns his ship to Havana. Any player, even though returned to Havana for powder or water when passed by another ship must return his ship to Half-Way Island. Any island may be occupied by any number of players at a time, even though the ships are of different colors.

WINNING THE TREASURE

The player who reaches the Treasure Chest first wins the treasure, but in order to move into the Treasure Chest and obtain the Treasure, it is necessary that the player roll the exact number of moves required to land into the Treasure Chest. For instance, if a player is on the last island, the Isle of Good Hope, just before the Treasure Chest, he must roll a one with the die, otherwise, he remains on the island until he does roll a one at his regular turn. If he is on the second island from the Treasure Chest, the Avenger, he must roll a two to enter the Treasure Chest. If he rolls a one, he moves forward one island, and if he rolls anything other than a one, or two, he remains on the island until he rolls a one or two accordingly. If a player rolls more than the required number he needs to move exactly into the Treasure Chest, he loses his turn and remains on the island he is occupying, taking his turn as usual. A player must always move forward if he can use the number he rolls.

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