

4079

# Trade Winds

TRADE-MARK

## *The Merchant Marine Game*



**A game of ships and men and the cargoes carried between U. S. and Latin American ports. Each player is a trader in imports and exports, and his success or failure is measured by the profit or loss resulting from his transactions.**

*For two, three or four players*

### **IMPLEMENTS:**

The implements consist of four (4) wooden pieces, each of a different color, representing Cargo Carriers; Twenty (20) cards, one for each of the Pan-American Republics, containing statistical data; Twenty (20) cards, with blue and red figures for cargo values, and Two (2) dice.

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The spaces of the Republics on the board are numbered to correspond with the numbers on the separate Republic cards.

The player throws *one die* and moves his piece to the right as many spaces as indicated by the throw.

The other players continue in the same manner.

Play continues in this fashion, moving pieces around the board, until the Republic to be visited is reached.

Upon reaching destination, player draws the top cargo value card and using figures in blue, obtains a sale value for his U. S. product which is recorded by the scorekeeper.

The player then selects a product from the principal exports shown on the Republic card held by him, draws another cargo value card, and obtains the cost of the product, using the figures in red. This is also recorded by the scorekeeper.

The player must now continue around the board to his United States port from which he started, but will now move according to the throw of *two dice*.

Upon reaching home port, the player draws the top cargo value card and using figures in blue, obtains a sale value for his Pan-American product which is again recorded by the scorekeeper. He then selects another product of the United States from the above list, obtains cost in same manner as previously described, draws another Republic card to indicate which country is next to be visited, throws *one die*, and proceeds as before.

When one of the players has made five different trips to five Republics and returned each time to his United States starting point, the game is ended.

No further moves may now be made by the other players. Cargoes being carried by them are now considered lost.

### THE BOARD:

The playing board has an illustrated map of the Central and South American Republics which comprise the Pan-American Union. Two of the four corner spaces of the board contain the Coat of Arms of the United States. The two other corner spaces show the United States flag. The marginal spaces numbered 1 to 40 depict the flag and the products representative of each of the Republics.

Over these spaces, players move their cargo carriers according to the throw of the dice.

### OBJECT OF THE GAME:

Players take cargoes of products from the United States to each of five Pan-American Republics, bringing back to the United States after each visit products of export of the country visited. Cost and sale values are obtained on all products from cards to be drawn. The Object of the game is to be the first player to make five consecutive round-trips from the United States to five Pan-American Republics. Each player then totals his profit or loss for his various transactions. The winner is the one who shows the greatest amount of profit.

### FIRST TURN:

Players throw the dice in turn, the one having the highest number playing first. Play then rotates to the left of the first player.

### METHOD OF PLAY:

Each player selects a wooden piece for his cargo carrier and places it in the corner space nearest him at his left. This represents his Home Port, the point from which he starts the game.

The two sets of cards should be shuffled thoroughly and placed face down on the board in separate packs. The cargo value cards may be re-shuffled and used as many times as necessary.

One of the players should act as scorekeeper and enter the products selected, their cost and sale value, for each player on a sheet of paper in the following form:

RED			ORANGE			YELLOW			GREEN		
Product	Cost	Sale	Product	Cost	Sale	Product	Cost	Sale	Product	Cost	Sale

The first player selects from the list below a product of the United States which is imported by a South American Republic. The chief imports of Latin America are:

Mineral oils, iron and steel for construction, leather and manufactures, furniture and office appliances, automobiles, aeroplanes, radios, ready-made clothing, textiles, tools and implements for mining and agriculture, hardware, lumber, engines and motors, electrical apparatus and material.

The player draws the top cargo value card and, using the figures in red, obtains the cost or value of the product selected, which is recorded for the player by the scorekeeper.

The player then draws the top Republic card which indicates the Republic he is to visit.

When a game ends, the scorekeeper obtains the total cost and sale value of the products carried by each player and the difference between the two represents the gain or loss of the players.

The cards are re-shuffled and placed on the table and play is resumed as before.

**RULES:**

1. Only *One Die* is used for moves on the outgoing voyage from the United States, but *Both Dice* are used for the return trip.
2. Players' pieces may pass or stop on the same spaces occupied by opponents' pieces.
3. It is not necessary to obtain an exact count to reach the space of destination.
4. On the return trip to the United States the player loses one turn if the total throw of the dice is 7.
5. The four corner spaces of the board are disregarded in moving around the spaces.
6. The first player to complete the five round trips is awarded a Bonus by being allowed to draw an extra cargo value card. The profit obtained from this extra card is added to his total profit and loss score. This does not always mean that the first player to finish is the winner. Some of his investments may not have been profitable ones.

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**A SIMPLE GAME FOR CHILDREN**

The implements are the same as for the first game.

**OBJECT:**

It is the object of the game to be the first player to make 5 consecutive round trips from the United States to 5 Pan American Republics.

**FIRST TURN:**

Players decide between them as to who shall have first turn.

**METHOD OF PLAY:**

The Republic cards are shuffled and placed face down on the board. Each player selects a wooden piece for his cargo carrier and places it in the corner space nearest him, at his left.

The first player draws the top Republic card, throws one die and moves his piece to the right as many spaces as indicated by the throw. Play then follows in rotation to left of first player.

After reaching his destination the player continues around the board to his Home Port using both dice for the return trip.

Play continues in this manner until one of the players has made five trips to five different Republics, and returned each time to his United States starting point. The game is then ended.

**SCORING:**

Each player scores 5 points for each of the Republics visited. The player first to visit five Republics and return to his corner space scores 10 additional points.

**WINNING:**

The player with the most points when play ends is the winner.

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