

PIRATES' RAID

Will the **Treasure Ship** safely complete its perilous journey from "Mosquito Gulf" to "Porto Rico," delivering its precious cargo of gold and jewels, or will the **Pirate Fleet**, hungry for battle and loot, make so strong an attack, that the treasure will fall to them?

The answer to this is determined by your skill in operating the fleets so that either the Treasure "makes port," or else is added to the ever-mounting piles of gold buried in secret hiding places of the Buccaneers, whose coves indent the "Isle of Pines."

RULES FOR PLAYING

The object of the game **Pirates' Raid** is for the Treasure Fleet to safely convoy the Treasure Ship from its base (**red starting square**) to the **Port of Destination** (**blue square**). The counter-object is for the **Pirate Fleet**, starting from its base (**black starting square**) to prevent it from doing so. When either is accomplished, the game ends.

The Treasure Fleet (Ships with Red Background) consist of:

- 1 Frigate whose '**firing strength**' is 3 spaces as indicated on the sail.
- 1 Galleon whose '**firing strength**' is 2 spaces as indicated on the sail.
- 1 Caravel whose '**firing strength**' is 1 space as indicated on the sail.
- 1 Treasure Ship which has **no firing strength**.

The Pirate Fleet (Ships with Black Background) consists of:

- 1 Frigate whose '**firing strength**' is 3 spaces as indicated on the sail.
- 1 Galleon whose '**firing strength**' is 2 spaces as indicated on the sail.
- 1 Caravel whose '**firing strength**' is 1 space as indicated on the sail.
- 1 Carack whose '**firing strength**' is 1 space as indicated on the sail.

Choose fleets, and place each fleet in any formation around its starting square, placing the ship which you decide to lead off with on the starting square. In beginning, each ship **MUST** pass through its fleet's starting space.

The Treasure Fleet makes the First

Move by starting its lead-off ship from the **RED Starting Square**; the **Pirate Fleet** moves next, moving its lead-off ship from the **BLACK Starting Square**. Then each fleet moves **One** ship at a time, alternating the Treasure and Pirate ships. It is not necessary to use all the ships of the fleets—but this is to be decided upon by the player who controls his fleet's movements.

Ships move one square at a time in any direction, forward, backward, or diagonally. They may move **more than** one space at a time **only when firing** and actually destroying an enemy ship.

"**Firing Strength**" means the number of squares a ship may move at one time to destroy an opposing vessel when it comes within that range of 1, 2 or 3 squares, as indicated on its sail. When firing, a ship advances 1, 2 and 3 squares according to this indicated strength, and replaces the destroyed ship which is then retired from the game. This can be done only when an enemy ship comes within range—that is, within 3 spaces of a Frigate—2 spaces of a Galleon, etc. Vessels, when firing, move out in a straight line and in any direction. For example, when firing with the Frigate, you cannot move two squares to the right and one to the top of the board—only 3 squares forward, backward or diagonally.

You may not destroy more than one ship at a time, nor may you fire through a ship or through the land portions.

It is not compulsory to fire upon or capture an opposing vessel, even though that ship may be within your range. It may so happen that in attempting to destroy an enemy ship, you may have to place your own ship in the line of fire from another enemy ship; great skill should be exercised, therefore, in planning your moves and in so arranging your ships that you not only seek to destroy your opponent's ships, but protect your own vessels at the same time.

The game is usually won by the player who plans his moves well in advance. After playing a few games, all the possibilities of strategy are easily learned and success comes to the more skillful player.



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