

AGCA
ARCHIVES

Rules for Pirate and Traveler

Copyrighted 1907

A Game of Fun and Education

California Educational Games Co. // ??
Stockton Ca.
Copyrighted 1906, 1907

Pirate and Traveler



DESCRIPTION OF THE GAME

This is a Game of Travel.

It comprises a Game-Board, Travel-Cards, Four Travelers, and an Arrow-Card.

The Game-Board is a Map of the World. The Travel-Cards indicate journeys to be made by the Travelers, and the distance to be traveled in each move is determined by spinning the Arrow on the Arrow-Card.

As the routes of travel are well known railroad and steamship lines, the players acquire a knowledge of these, also the chief cities and ports and their principal articles of commerce.

The World being round, the Pacific Ocean is divided at each side of the Game-Board, making it a flat play-ground.

The Routes of Travel are continuous from one side of this ocean to the other.

The Pirate must arrive, by exact count, on *one of the three spots* in the Pirate Goal.

Five cards must be landed in the Pirate Goal on the first trip. Naturally the player will select the best. These cards are laid aside to be credited at the end of the game to the player who lands them.

The Pirate then retires to Pirate Land (in South Africa) to begin the second trip to Pirate Goal.

The trip to Pirate Goal from Pirate Land begins at Cape Town as the starting point.

All cards remaining in a player's hand are landed in Pirate Goal on the successful second trip.

The game ends as soon as any Pirate completes two trips to Pirate Goal.

The winning player is the one *scoring the highest number of points* on cards landed in the Pirate Goal.

Cards not landed in the Pirate Goal do not score.

A Pirate unable to pay Ransom is retired from the game, but gets credit for the cards, if he has previously landed any, in the Pirate Goal.

Rules of the Game



INSTRUCTIONS FOR PIRATES

Upon call, "PIRATES," travel for cards ceases, each player retaining the cards drawn.

The cards held by each player are now called "Pirate Booty" and their *value* is expressed by the *number of points* on each card.

The Travelers having become Pirates, *continue the game from the spots on which they stand.*

Pirates pay no attention to the color of the lines or the color of the spots, moving freely over any color.

A moving Pirate may pass another on any line, leaving the Pirate unmolested, or, may decide to capture the other, in which case the captured Pirate gives as Ransom one card (drawn face downward), retires to Pirate Land, and the moving Pirate *rests on spot vacated.*

Pirate Land in South Africa is a safety station. Any number of Pirates may be there at one time.

The aim of the Pirate is to land, *in two trips*, in the Pirate Goal, the score cards which he has won by travel.

OBJECTS OF THE GAME

FOR TRAVELERS:

To complete a given number of journeys in the shortest time.

To prevent opponents from doing the same.

To avoid stopping on spots indicating disasters.

FOR PIRATES:

To land the scores they have made as Travelers in the Pirate Goal, these cards being now called "Pirate Booty."

The player scoring the highest number of points, from the Booty Cards landed in the Pirate Goal, wins the game.

Rules of the Game



INSTRUCTIONS FOR TRAVELERS

- The Game begins with all players as Travelers.
Two, three, or four persons may play.
Each card represents a journey.
The players travel until one completes his tenth journey.
Spin the Arrow; the highest score takes the Yellow Traveler.
Play in rotation, in order of colors on corners of Game-Board
Each player places a Traveler on his own Home Port, Yellow at San Francisco, Blue at New York, Red at Yokohama, Green at Paris.
From the Cards, placed face downward, each player draws one card.
Each card tells the destination of the Traveler.
Spin the Arrow for each move, counting as many spots as the Arrow indicates.
Count the spots to be moved *before changing* the position of the Traveler, otherwise the player *forfeits that move*.

The player may move the Traveler in any direction, or upon any line, but is not permitted to retrace; that is to move forward and backward upon same line in one spin.

If the spin stops the Traveler on spots marked KILLED, LOST, WRECKED, TYPHOON, or CAUGHT IN FISSURE, the Traveler returns to his Home Port.

A Traveler can not be molested or passed when on own color spot. If not on own color spot, a traveler passed by the moving player is removed to his own Home Port.

A Traveler off of own color spot, blocked by other Travelers on their own respective color spot, and thereby unable to complete the spin, returns to Home Port.

A Traveler must complete full count indicated by each spin—EXCEPT—where full count is not required to complete the last move of each journey; then move only to destination.

On completion of each journey draw another card, beginning the new journey on next spin, from spot where the Traveler is standing.

When crossing the Pacific Ocean move to corresponding color lines in transferring from one side of Game-Board to the other—Yellow to Yellow, Red to Red, etc.

When ten journeys are completed by any one Traveler, this player cries

“PIRATES!”