

WHACKY FUN FOR EVERYONE



BIZERTE GERTIE

No. 4466

A unique, exciting game in which Buck Privates, — on a "one-night pass" — strive to meet and date exotic maids waiting in the Park and stroll with them on the moonlit beach.

For two, three or four players.

IMPLEMENTS

- (a) 4 Counters, each with a star corresponding in color to a star in the starting area. These Counters are called "Buck Privates" and are used as the active playing pieces.
- (b) 4 Counters with pictures of the "Dates" — i.e., Bizertie Gertie, Sally from Bali, New Guinea Minnie and Alice, the Hound Dog.
- (c) 4 Counters with pictures of a Sergeant, a Major, a Lieutenant and a Marine Corporal. The Counters bearing pictures of the "dates" and those of the officers are placed on the board on the spaces marked accordingly. None of these move except as they are picked up and carried along by the Buck Privates.
- (d) 2 Dice.
- (e) Script money in bills representing 800 Bucks.

OBJECT OF THE GAME

The object of the game is to reach the Park at the top of the board, make a date with one of the damsels, get her safely through the Yoo-Hoo Zones to the Club and be the first to arrive on the Beach and collect all the Bucks in the Kitty.

PENALTIES AND BONUSES

When a player rests on a penalty space, he must pay to the Kitty the number of Bucks specified on that space. When he rests on a bonus space, he takes from the Kitty the amount indicated on that space.

PLAYING THE GAME

Each player starts the game with 200 Bucks. Before starting a game, each player must pay 2 Bucks for his One-Night Pass. All payments are placed in the Kitty at the end of the board beneath Club Play-A-Way.

(1) To start the game, each player throws one die. High throw has the choice of colors, next highest throw has second choice, etc. Each player then takes a Buck Private Counter corresponding to his color selection and places him on the same colored star in the starting area.

(2) The player who has selected the blue spot plays first, red second, yellow third and black fourth, and all players continue in this rotation throughout a game. Each player in turn throws the two dice and moves his man, according to the count of the dice, out of the starting area and in the direction of the arrows. (Blue and red stars to the left, yellow and black stars to the right.) Players follow the arrows *around* the Restricted Military Area, up the outside row, down the next row and up the center row through the Park Entrance, where they proceed to pick up their "Dates." No two players may come to rest on the same space. When this occurs, the approaching player must stop on the space in back of his opponent. No Buck Privates may enter the Restricted Military Area.

(3) **TO DATE A GIRL.** After reaching the Park, the player must date a girl before he can move through the gate marked To The Club. While in the Park, and only in the Park, he may move forward, backward or sidewise, but not diagonally. In order to pick up his date he must either stop or pass over the space on which this "Date" is resting, pick her up, place her on his counter and pay the Kitty the amount stated in that space for her corsage.

Having picked up his "Date," the Buck Private, in following

turns, moves out of the Park, through the exit marked "To The Club" and toward the Yoo-Hoo Zones, where there is usually plenty of excitement.

(4) **ALICE THE HOUND DOG.** The last Buck Private to reach the Park, of course finds that all the girls have gone, so he must be content with Alice, the Hound Dog, whom he takes along with him. However, there is some compensation for the Buck Private who must take Alice because he can swap her for any of the other fellows' "Dates" if he catches up with one of them by stopping on the same space.

In order to do this he may move in any direction except diagonally while in the Park and also after leaving the Park. (But only while he has Alice with him. Once he has rid himself of Alice, he must follow the arrows toward the Club Play-A-Way. If, in making the swap, his opponent also has with him besides his "Date" a guest Officer, the player must take both the "Date" and the Officer. This swapping must be done by an exact throw of either one or both dice. If player uses both dice to reach his opponent's space, he swaps Alice, the Hound Dog for the "Date" and moves forward one space, remaining there until his next turn. If the count of one die is sufficient to reach his Victim, they swap and the player moves on the number of points shown on his second die.

The Buck Private who has lost his lady friend for Alice, the Hound Dog can, in turn and in the same manner, exchange Alice for one of the other "Dates." He cannot reclaim the date he has just lost immediately, but if he wishes to after taking one turn he may do so.

It is advisable to swap Alice the Hound Dog at the earliest opportunity. You cannot win with her because no dogs are allowed in the Club Play-A-Way.

(5) **YOO-HOO ZONES.** As the Buck Privates come out of the Park into the Yoo-Hoo Zones, they follow the routes of the arrows, taking either the route to the left or right, whichever seems to their advantage. They must pass down the outside row of spaces as far as the Club Play-A-Way wall, up the next row and down one of the center rows to the Club Play-A-Way entrance. If a Buck Private with his Date stops on any of the spaces in a Yoo-Hoo Zone, he must pick up the officer in that particular section, by placing him on top of his other two playing pieces. He then proceeds with his Date and guest on his next turn.

Of course, no romantic Buck Private wants an extra man along

with his Date, and endeavors to lose him as soon as possible. He may do this by throwing a "Bye-Now." A Bye-Now is a 5, either on one die or on a combination of the two dice. When he does this he loans the Officer five Bucks, (places it in the Kitty), returns the Officer to his original resting space and proceeds on his way. No couple may have more than one Officer with them at one time.

A Buck Private and his Date cannot enter the Club Play-A-Way accompanied by an Officer. If they reach the Bye-Now Zone without losing their Officer, they must stay there until a 5 is thrown, which then enables them to return him to his original resting space.

(6) **THE COLONEL.** There is no counter representing the Colonel, but it is most unfortunate for a couple to stop on one of his Yoo-Hoo spaces, for he will detain them for questioning. To move on they must throw a double, any number from double 1 to double 6, and the Buck Private must pay the Kitty the amount of the double. For example: double 4, pay the Kitty 8 Bucks, and proceed eight spaces, if possible.

(7) **ENTERING CLUB PLAY-A-WAY.** To enter the Club, the Buck Private and his Date must be unaccompanied and must reach it by an exact throw of the dice — using either the count on one or both dice. The Cover Charge is \$10.00 a couple, (paid to the Kitty). No dogs are allowed in the Club.

(8) **TO THE BEACH.** To leave the Club and go out on the Beach, a player must throw either a 7 or 11. The first player to do this is the WINNER and takes all the Bucks in the Kitty.

FOR TWO PLAYERS: If two play, each player uses two counters and the play proceeds in the same general way as for four players. The winner is the player who gets his two Buck Privates and their Dates on the Beach first.

FOR THREE PLAYERS: If three play, ignore the date, Sally from Bali, and date only Bizerte Gertie and New Guinea Minnie, and of course, Alice, the Hound Dog, must always be included.

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