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FIGHTING MARINES

A rip-roaring game for two to four players which is new — different — and tense with action. There's no waiting to take your turn; everyone moves his men at the same time. Feel the thrill of capture! Exchange prisoners!

The tide of battle sweeps you forward to certain victory, or may just as quickly snatch it from your grasp. But that's war! Try it with the Fighting Marines!

For two to four players. The pieces of the players represent Marine Corps personnel attempting an invasion of enemy territory.

Rules of Play

THE PLAYING BOARD:

The playing board consists of the base section, and a circular revolving platform.

The base section shows the positions of the players' pieces. The revolving platform represents enemy territory; the objective of the players.

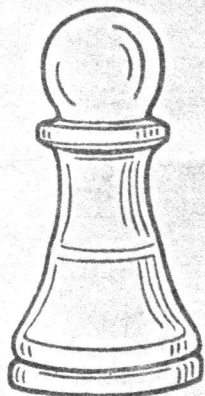
The base section has 44 numbered spaces forming a circular track and is divided on its outside borders into 4 sections of 4 different colors, each player using a section of 11 spaces.

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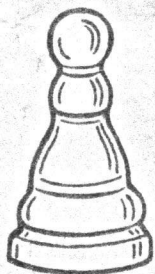
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The revolving platform has 44 spaces. Forty-one of these spaces are the same colors as the spaces on the base. Two other spaces are "NEUTRAL" spaces, striped with each player's color. One space has an arrow to help in moving the platform the desired number of spaces.

The knobs on the platform are a further aid in moving the platform. They play no part in the game.



Colonel



Captain



Private

IMPLEMENTS:

20 wooden tokens or "men" — five each of four colors, representing "PRIVATES."

8 tokens or men — 2 each of four colors — representing "CAPTAINS."

4 tokens or men, one each of four colors, representing a "COLONEL."

2 Dice.

200 counters or chips — 100 white, 50 red, 50 blue, in values as follows:

1 Red equals 5 White chips

1 Blue equals 10 White or 2 Red chips

SETTING UP THE BOARD:

Each player places his five privates in the five circles on his base section.

Each player places his two captains and the colonel on the insignia in his own corner.

Turn the platform until the arrow points to space number 44.

Divide the chips equally, giving 48 to each player if four play — assorted: 24 White, 12 Blue, 12 Red. The remaining chips are put aside to "make change" if necessary; otherwise, not used.

Each player places whatever number of chips is agreed on in the center of the platform to form a pool or "kitty."

THE OBJECT OF THE GAME is to be the first one to move all eight of your men from the circles in the base section to the platform and thus win the pool.

FIRST TURN:

Players roll the dice for first turn. The one having the highest number starts the game. The other players follow in rotation, one turn at a time.

HOW TO PLAY:

1. The arrow points to space 44. After the dice are rolled, add the numbers on both dice and move the platform that total number of spaces to the left. (For example: dice total 9. Move platform to space number 9.) Continue in like manner from whatever space the arrow stops at for the rest of the game.
2. When the platform has stopped at the correct space, *all of the players* may move a man or men from their circles on the base to the adjoining spaces on the platform.
 - A — if the spaces on the platform match in color those spaces on the base occupied by players' men, and
 - B — if such spaces are directly in front of such men.
3. Each player may place ONE of his men on each "NEUTRAL" space if the neutral space is directly in front of a space on the base occupied by a player's man.
4. A captain or a colonel should be moved from the corner insignia to a circle on the base whenever a circle is vacant. The choice rests with each player. He may choose instead to place one of his ransomed men in one of the circles.

CAPTURING MEN:

Whenever the platform stops with an opponent's man occupying a space on the platform which is directly in front of a space on the base occupied by a player's man, the man on the platform may be captured, removed from the board, and held for exchange or ransom by the player who captures him. This player now will immediately move a man onto the platform in each space vacated by a captured man.

As the game proceeds, many of the men will be occupying spaces on the platform which do not correspond in color to themselves, as a green man on a black space, or a red man on a yellow space. This does not matter. But you can place your men on differently colored spaces *only through capturing an opponent's man on those same spaces.*

CAUTION:

As often as a player has an empty circle in his base section, he should immediately move a man into it. This man may be one whom he has ransomed, or it may be one of his captains or his colonel resting on the corner insignia.

This is important because a player failing to have a man in position to move from the base to the platform when opportunity offers, misses his chance to get that man back into the game.

Such moves, however, *must be made* before the next move of the platform.

EXCHANGE AND RANSOM OF MEN:

All exchanges and ransoming of men must take place before the dice are thrown for the next move of the platform.

If a player has lost a man by capture, he may immediately regain the man if he can give a man in exchange whether it is a man belonging to the player holding his man captive or a man captured from other opponents.

The exchange must be made, however, man for man, that is — privates for privates, captains for captains and colonel for colonel.

If a player has no captured pieces with which to effect an exchange he may regain lost men by ransom, that is — by paying the player holding his pieces as follows:

For a private.....	2 counters or chips
For a Captain.....	3 counters or chips
For a Colonel.....	5 counters or chips

Opponents holding such men captive must accept the exchange or ransom price whenever offered.

Regained, captured men should immediately be placed in vacant circles on the base, ready to be moved onto the platform when opportunity arises.

RULES:

A player may not have more than one of his men on the same space, either on the base spaces or on the platform spaces.

Players' men on the "Neutral" spaces of the platform cannot be captured.

It will be noted that there is no waiting for turns in moving men onto the platform.

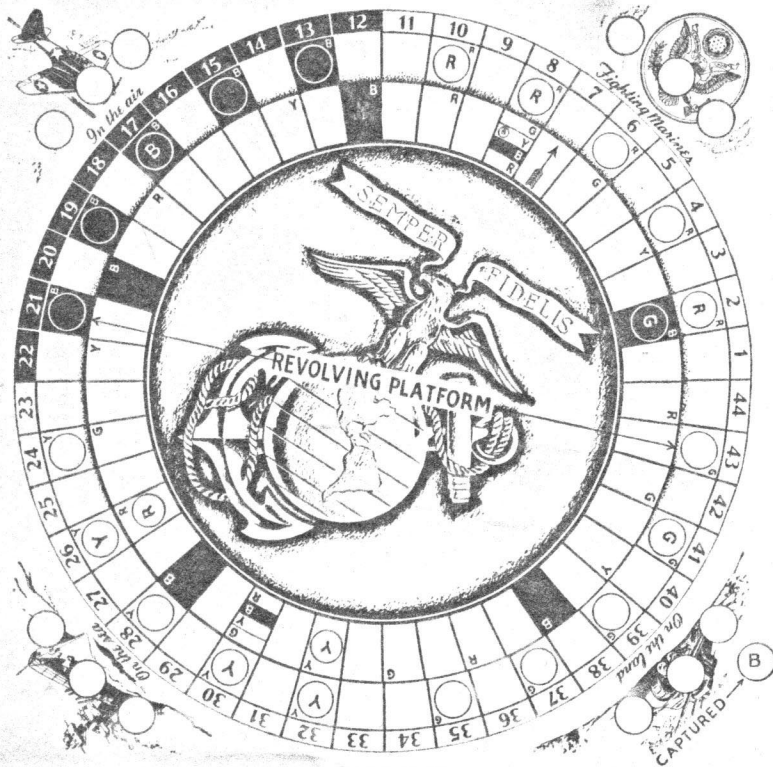
All players have the same opportunity to move their men whenever possible, on each move of the platform.

The dice are not thrown until all players have completed their moves or ransomed their men and are ready for the next turn.

When a player succeeds in getting all of his men onto the platform, he calls out "Victory," ending the game and taking the pool.

The game may be played by two players, one using red and black sections, the other using the yellow and green sections.

The method of play is the same except that captures are made only of opponent's men.



CHART

KEY:—

The small letters in upper corner of spaces indicate color of spaces — B-Black, R-Red, G-Green, Y-Yellow

The larger letters within Circles indicate men on spaces or captured — B-Black, R-Red, G-Green, Y-Yellow

EXPLANATION OF CHART:

The chart, as illustrated, represents a game in play. The *three circles in each corner* (not printed on the actual playing board) indicate positions for your Colonel and two Captains when the game starts.

Beginning at top of chart, to the left, Space No. 17: Black man cannot move onto platform as platform space is not his own color.

SPACE NO. 26: Yellow man can move onto Red space on the adjoining platform and capture Red man.

SPACE NO. 30: Yellow man can move onto Neutral space on platform.

SPACE NO. 32: Yellow man can move onto platform as connecting platform space is his own color, Yellow.

SPACE NO. 41: Green man cannot move as space on platform in front of him is not his own color.

SPACE NO. 2: Red on platform, Green on adjoining black space. The Green man is there because a Black man, originally on that space, has previously been captured by the Green man. The Red man on space No. 2 can capture the Green man.

SPACE NO. 8: Red man on base, Black man on platform in Neutral. Red cannot capture Black but Red can move onto Neutral.

SPACE NO. 10: Red man on base can move onto platform as adjoining space is his own color.

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