

Waddingtons

# BUCCANEER

For 2, 3 or 4 Players

THE OBJECT OF THE GAME is to sail forth in search of treasure. Each treasure carries a certain number of points, and the winner of the game is the first player to collect treasure to a total value of 20 points or more.

But there is much more to it than simply sailing between Home Ports and Treasure Island. It is often safer to capture treasure from rival ships or to sail into rival or unoccupied ports and trade treasure or crew cards there.

It is essential to maintain a good, strong crew, and plan moves like a true buccaneer.

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One playing board:

This represents a map, which has three islands: Treasure Island – Pirate Island and Flat Island. Surrounding the board are the Home Ports of London, Cadiz, Marseilles and Genoa, the Trading Ports of Amsterdam and Venice, together with Cliff Creek, Mud Bay and Anchor Corner where Kidd's treasure is buried.

4 Treasure Chests

4 Treasure Chest Card Lids

Treasure Island

4 Ships (each consisting of a hull, a mast and sail)

5 Diamonds

5 Rubies

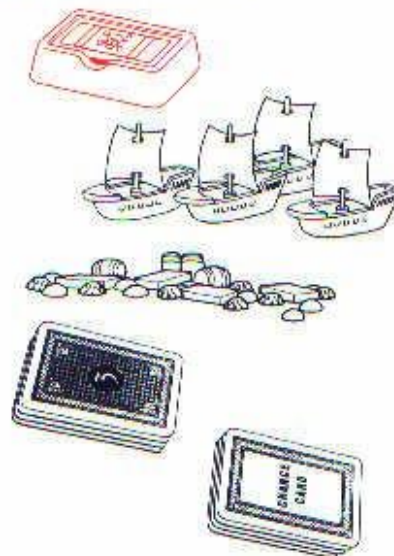
5 Pearls

5 Gold Bars

5 Rum barrels

Pack of Crew Cards (50% black, 50% red)

Pack of 28 Chance cards.

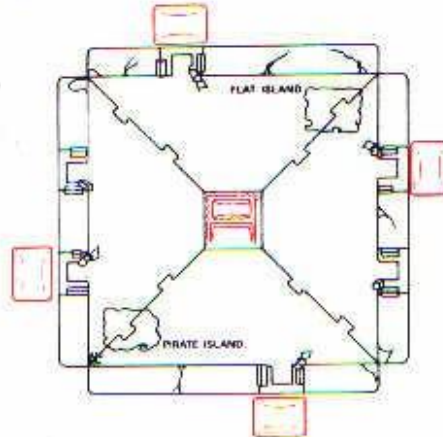


## SETTING UP THE GAME

1. The board is in four interlocking sections. These fit together around Treasure Island. See diagram.



Trim off Treasure Chests as illustrated leaving large area of plastic around the base of the Island.



2. Each player chooses a different Home Port and a ship of the same colour as the flag flying at His Port. The ships are assembled by fitting sails to the masts and matching the coloured masts to the corresponding ships. Each player also takes a Treasure Chest.  
Amsterdam and Venice are Trading Ports only and are not available for anyone to use as a Home Port.
3. Place all the treasure on Treasure Island in the hollow provided (see diagram of board). The pieces of treasure have values as follows:

Diamonds	- 5 points	Pearls	- 3 points
Rubies	- 5 points	Barrels of Rum	- 2 points
Gold Bars	- 4 points		
4. Shuffle the Chance cards and place them face down on Treasure Island in the tray space provided (see diagram of board.)
5. Take the 4 Treasure Chest lid cards and place one on each Treasure Chest adjoining each player's Home Port. Shuffle the Crew cards and deal five to each player.
6. When each player has been dealt five cards, place two of the remaining Crew Cards face up, at the docks of Venice, and two more at the docks of Amsterdam. If there are fewer than four players, two other Crew cards must be placed, face up, at each port not in use.
7. All the other Crew cards are placed in a stack, face down, on Pirate Island.
8. Now add together the values of the two crew cards on each of the unoccupied ports (Home Ports and Trading Ports.) Make the figure up to a total value of 8 points by taking treasure from Treasure Island and placing it on the Crew cards.  
Treasure of the highest possible value should be used:— for example  
One crew card value 2 and one crew card value 1, total 3.  
In this case, the total would be made up with either one diamond or one ruby (value 5) and not 1 pearl and 1 rum (value 3 + 2).  
NB. when adding crew card values at Home Ports or unoccupied ports, disregard the colour of the cards.

## PLAY

### 1. Cards

Examine the five cards dealt (being careful that opponents do not see the faces of the cards.)

Separate red cards from black ones.

Each hand of crew cards represents two kinds of strength:

#### 1. Sailing Strength

To obtain your sailing strength ADD up the value of all your cards, regardless of colour.

#### 2. Fighting Strength

To obtain your fighting strength ADD up the values of your red cards and then the values of your black cards. Take the lesser number from the greater and difference gives you your Fighting Strength.

### Examples



The sailing strength of this hand is obtained by adding all the cards regardless of colour eg. 11. The Fighting Strength is 5. The red cards total 8. The black cards total 3. The difference is 5.



The sailing strength of this hand is 9. The fighting strength is 1. The black cards total 5 and the red cards total 4. The difference is 1.



In this hand, the cards are all of one colour. The sailing strength is 10. The Fighting strength is 10.

In a hand with equal numbers of red and black, the Fighting Strength would be nil. Players with such hands should watch for opportunities to gain a Fighting Strength by collecting Crew cards of the same colour.

## 2. Movement.

Each move of a ship must be made along one straight line only. It can move horizontally, vertically, or diagonally, but it must never change direction during a move.

A player cannot therefore turn his ship and then move in the same turn.

A player may move his ship the number of squares corresponding to his total sailing strength — this is the maximum number of squares he may move in one turn. However, when a player elects to move he can move any number of squares up to his sailing strength total. At the end of each move, the ship must be turned (on the last square) to face the direction in which the player wishes to go in his next turn. The ship can only move off this square in the direction its bows are pointing. If a player decides that he does not wish to move in the direction planned in his previous turn, or if he wishes to remain on the same square, he may turn his ship to face in a different direction, and this will constitute his turn.

A player's ship must be moved or turned each time it is his turn to play, except when the ship is in its own Home Port. A ship in any Port other than its own, is not allowed to stay there by changing direction only. *It must move out in the turn immediately after entering.*

A player who loses all his Crew cards is allowed to move one square in any direction, no matter where his ship's bows may be pointing.

Ships may pass each other on the same line of squares, but no more than one ship may stand on the same square, unless one wishes to attack the other. If a player moves his ship along a line in which another player's ship is standing, as soon as he comes alongside, the waiting player may, if he wishes, call "attack". The first ship must then stop and the "attack" rule must be followed.

The dealer moves first, and he and each successive player to his left must choose *either*

- a) to sail for Treasure Island to take a Chance card;
- b) to sail into any port to trade;
- c) to sail to attack an opponent;

## 3. Visiting Treasure Island.

Treasure Island does not lie on a straight line from any Home Port, so no player can reach it in fewer than two moves.

For example: A player whose sailing strength is 8 or more might move his ship straight forward 8 squares in his first turn, and then turn the ship diagonally towards the island ready for his next turn. — Alternatively he might move his ship one or more squares diagonally from his Home Port and then turn it to face Treasure Island. In his second turn, he would move the ship to the coast of the Island, then turn it ready to return to port or to sail somewhere else.

As soon as his ship stops at any square adjacent to the coast of Treasure Island (including the corner squares) the player takes the top Chance card, and shows it to all the other players. He obeys the instructions on the card and returns it to the bottom of the pile, unless it is a card which must be retained for further use.

If a ship has been left on the coast but with its bows pointing directly at the island, the player may not take a Chance card.

A ship already visiting Treasure Island may continue taking one Chance card at each turn to play. — But the ship must not remain stationary, it must turn to face in a different direction, or it must move to another square on the island coast.

A ship may never carry more than two pieces of treasure.

All treasure acquired by a player is placed on board his ship and may then be taken to his Home Port or traded for other treasure or crew at any port.

#### 4. Trading

When a ship sails into a port it may in the same turn, trade by exchanging cards and/or treasure. Crew or Chance cards in the player's hand may be exchanged for different cards or for treasure in any Port. Treasure in the ship may be exchanged for cards or for different treasure.

Cards and treasure may be exchanged in any sort of combination, but the exchange must always be value for value.

To enter an opponent's port, a player need not have the opponent's permission.

Crew cards left in a player's port may be taken into the hand of that player immediately, or at any time during the game. However, the player may not wish to pick them up, since although they would increase his sailing strength, they might decrease his fighting strength. Treasure left at a player's Home Port may be transferred to that player's treasure chest if he can make up 3 of a kind.

#### 5. Attacking.

A player wishing to attack sails his own ship alongside his opponent's ship and on to the square where it is standing. The player may point his own ship in either direction, then declares "Attack", and the two players concerned temporarily exchange their Crew cards, to ascertain each other's fighting strength. The player with the greater Fighting Strength wins the attack, and may demand (and receive) from the loser either: -

a) All the treasure on board the losing ship.

(If the winner already has 2 pieces of treasure on board he may exchange treasure with that of the loser, alternatively the loser's treasure is returned to Treasure Island)

or

b) Not more than two Crew cards - colour and value to be at the loser's discretion.

Immediately the attack has been settled, the loser makes one free move in any direction, up to the maximum value of his sailing strength, irrespective of whether or not it is his turn to play, but he may not attack anyone else in that free move.

The loser may use his free move to visit Treasure Island, in which case he will take a Chance card and follow its instructions.

If the winner takes Crew cards from his opponent it is recommended that he should move away from him as soon as possible after the attack because the loser might have increased his fighting strength, and may use his next move to return and attack the ship that has beaten him.

If the loser's fighting strength has indeed become greater than that of his opponent, he will be victorious at the second encounter.

In the event of a drawn fight between two players, the ship attacked has a free move, in exactly the same way as that taken by the loser.

If a ship is at anchor in any port, or off the coast of Treasure Island, it is safe from attack.

#### 6. Chance and Crew Cards.

A player who draws Chance card No. 1. (which directs that his ship is blown five leagues from the coast of Treasure Island) must move his ship to the fifth square from the Island in a direction at right angles to the coast, regardless of the direction in which the bows are facing. If there is another ship already on this square, the player's ship must be blown one square further, (i.e. the sixth square from the Island.)

An exception to the above rule is if the player is on a square at any corner of Treasure Island. The five squares will then be counted diagonally from the Island's corner.

After moving his ship the player must turn it to face in the direction he wishes it to go in his next turn.

A player who draws Chance card 3 or 4, and is blown to Mud Bay or Cliff Creek, may move in any direction in his next turn.

A player who draws Chance card 7 cannot obey the instructions if his ship is equidistant from two other ships.

A player who loses some of his crew as a result of drawing a Chance card (unless the Chance card is No. 2 or No. 22) must give them up only from the cards in his hand. He must not take them from the Crew cards at his Home Port.

Crew cards from Pirate Island and Chance cards from Treasure Island must be taken from the top of the pile, and whenever cards are returned they must be placed face down at the bottom of the pile.

#### 7. Flat Island

Crew or treasure deposited on Flat Island is free to be taken by any ship stopping on a square adjacent to Flat Island.

Flat Island comprises twelve squares. Ships may not sail on squares covered or even partly covered by land.

#### 8. Treasure Chests

Treasure placed in the Treasure Chests cannot be traded, but treasure may only be put into Treasure Chests in quantities of three treasures of any kind.

If there are three treasures of a kind already in the Treasure Chest, another treasure of the same kind may be added to them. Players may ask to see inside an opponents Treasure Chest at any time.

#### 9. Checking an Opponents Sailing move.

A player may check an opponent's sailing strength by counting the numbers on the backs of the opponent's cards.

If he believes the opponent has moved a greater number of squares than is justified by his sailing strength, the player may challenge him. If it is then found that the opponent has made a move which exceeds his sailing strength, he must lose all his Crew cards to Pirate Island.

#### 10. Game for 2 Players.

Where two players only are involved, the game will be more exciting if they each have two ships, but to manage two ships successfully requires some experience of the game.

For beginners, it may be better to have one ship each, but in that case the game will be more exciting if they play from adjacent sides of the board :-

This provides more opportunities to raid than playing from opposite sides of the board.

#### 11. The Winner.

As stated at the beginning, the game is won by the first player to collect treasure at his Docks and in his treasure chest to a total value of 20 points or more.

BUCCANEER equipment can in the event of loss and damage, be purchased from -  
The Customer Liaison Department, Waddingtons House of Games Ltd., Castle Gate, Oulton, Leeds, England.