

HARDY BOYS' TREASURE GAME

For 2, 3 or 4 Players

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Parker Brothers Inc.

SALEM, MASSACHUSETTS

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MADE IN U.S.A.

INTRODUCTION:

The Hardy Family is composed of Fenton Hardy, a private detective, his older son, Frank, and a younger son, Joe. The boys' Aunt Gertrude also lives with the Hardys. Frank and Joe have always wanted to help their father solve one of his cases. Mr. Hardy has finally consented to let them help in the search for Mr. Applegate's missing doubloons (Spanish coins) which were stolen over 10 years ago. Two suspicious characters, Mr. Boles and Mr. Jackley, are trying to outwit the boys in the search for the missing treasure.

OBJECT:

The object of the game is to be the first player to reach the finish with at least one bag of gold.

EQUIPMENT:

The equipment consists of an illustrated game board, message cards, 9 bags of gold, 5 doubloons, 4 dice and 4 colored playing pieces.

PREPARATION:

The message cards are shuffled and placed face down on the board on the space marked "Message Cards." The bags of gold are placed at the top of the water tower near the space marked "Take Gold." One doubloon is placed in each of the 5 doubloon circles on the board. Each player selects a playing piece and 1 die. Each player throws a die and the player throwing the highest number goes first.

PLAY:

The starting player throws his die, and, starting from the space marked "Start," moves the number of spaces indicated. If the number he throws lands him on a space marked "Take Message," he takes the top message card, follows the instructions on it, and places it face down at the bottom of the pack. The other players then follow, in turn, in a clockwise direction.

A player may move either forward or backward on any turn after his first, but he may never land on a space already occupied by another player *except* the "Take Gold" space at the top of the water tower.

A player must always move if it is possible.

Example: If a player throws a "3," he can move either 3 spaces forward or 3 spaces backward. If the space 3 spaces ahead is occupied, he must move 3 spaces backward. If this space too is occupied, he is unable to move at all and forfeits his turn.

A player cannot change direction in the middle of a move and must always move the full count of the die, except when moving onto a doubloon.

DOUBLOONS:

A player, while moving along the main track, may decide to try for one of the 5 doubloons which are located off the main track. He does this by moving along the branch track leading to the doubloon and landing

on the space occupied by the doubloon. He does not have to reach the doubloon by exact count.

Example: If a player is 4 spaces away from a doubloon and throws a "6," he can move onto the doubloon.

When a player succeeds in reaching a doubloon, he immediately tries to throw one of the three numbers printed beside the doubloon. If he succeeds, he removes the doubloon from the board; keeps it for later use, and his turn ends. If he does not succeed in throwing one of the three numbers called for, his turn ends and on his next turn he must return to the main track. After returning to the main track he may either continue on his way or make another try for the same doubloon.

Each doubloon a player obtains entitles him to one additional bag of gold when he reaches the water tower.

WATER TOWER:

When a player reaches the ladder leading up to the water tower, he leaves the main track and moves up the ladder spaces in the same way he moved along the main track. A player must reach the space reading "Take Gold" by the exact count of the die. If a player on the ladder throws a larger number than he needs to reach the "Take Gold" space, he must move back down the ladder. If a player lands on the space on the main track marked "Go to Tower," he goes directly to the "Take Gold" space. When he reaches this space he receives one bag of gold plus one additional bag for each doubloon he holds. After a player has reached the top of the water tower and has received his gold, his turn ends. On his next turn he starts down the ladder.

Once he has entered the section of the main track which leads from the water tower to the finish, he may not move off it by any backward move. He may move either forward or backward within this section of the track, but he may not move back off it. He may also, if he wishes, take the detour, which enables him to avoid one black space. When a player lands on a black space, he must give up one bag of gold. This he places on the picture of a bag of gold next to the black space upon which he has landed. If, however, a player lands on a black space where another player has already left a bag of gold, he does not leave his gold, but instead takes the bag which was left by his opponent. Thus a player who lands on a black space **must either lose a bag of gold or gain one**, and there can never be more than one bag of gold alongside any one black space. A player must be able to get through to the finish with at least one bag of gold. Sometimes it is a good idea for a player who has several bags of gold to leave one or more on black spaces in order to reach the finish more quickly as he needs only one bag to win.

WINNING THE GAME:

A player must reach the space marked "Finish" by exact count of the die. If he should throw a number larger than is needed to reach this space, he must move backward provided that the space to which a backward move would carry him is unoccupied. If it is occupied, he cannot move. The first player to reach the finish with at least one bag of gold wins the game.