

Rules for Playing

ANNETTE'S SECRET PASSAGE GAME

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Parker Brothers Inc.
SALEM, MASSACHUSETTS

NEW YORK • CHICAGO • SAN FRANCISCO • ATLANTA
MADE IN U.S.A.

For
2, 3 or 4 Players

INTRODUCTION:

Annette, Spin and Marty are on a cruise off the coast of California with Marty's grandmother. One evening, as the graceful "Sea Sprite" sails into the Blue Lagoon off the shore of Shell Island, they see "Hawk the Pirate" fishing.

During the night, Marty's grandmother's jewels are stolen! Annette thinks whoever stole them must have escaped to the Island. The next morning, with Capt. Blaney's permission, they decide to do some skin diving and explore the Island. Annette discovers an earring on the beach, which she is sure belongs to Hawk the Pirate! After further search and underwater swimming around the Island, they discover a "Secret Passage" leading to a lake in the center of the Island, and nearby they see Hawk coming out of a cave with granny's jewel box! They follow him and finally capture him with the jewels, as he tries to escape in his boat.

OBJECT:

The object of the game is to be the first player to reach the space marked "Finish" with an Earring and a Boat Card.

EQUIPMENT:

One set of FOOTPRINT Cards and one set of FISH Cards; 4 colored playing pieces; 4 earrings; 1 boat; 4 BOAT Cards; 4 Spinners; and a playing board.

PREPARATION:

The FOOTPRINT Cards and the FISH Cards are shuffled separately and placed face down in a convenient place beside the game board. The Earrings are placed on the earring picture on the board. The BOAT Cards are placed on the boat picture in the center of the Boat Circle and the boat is placed on "Start" in the Boat Circle.

Each player selects a Playing Piece and a Spinner. Each player then spins the indicator on his Spinner and the one who spins the highest number goes first. If his indicator stops on a line, the player must spin again.

PLAY:

The first player spins his indicator and starting from the space marked "Start", moves his playing piece the number of spaces indicated. IF the number he spins lands him on a FISH, he takes the top FISH Card, follows the instructions on it and then places it face down at the bottom of the pack. The other players follow in turn in a clockwise direction.

If a player moving forward lands on the same space with an opponent's piece, he continues to move forward to the first unoccupied space. IF a player is moving backward, and lands on an occupied space, he continues to move backward to the first unoccupied space.

EARRING CIRCLE:

A player approaching the beach does not have to land on the Earring Circle by the exact count. For example: IF a player is 3 spaces away and spins a 5, he moves immediately to the Earring Circle. A player, on reaching the Earring Circle, spins again, on this same turn, to try to find his earring. He must spin a 2, 4, or a 6 in order to get his earring. If he fails, his turn ends and he tries again on his next turn. After a player gets an Ear-

ring by spinning the correct number, he places it over his playing piece and his turn ends. On his next turn, he continues to move along the track, as in regular play. Any number of players may occupy the Barrin Circle at the same time.

SECRET PASSAGE:

When a player reaches the Secret Passage, he continue on until he reaches the Lake. He does not have to enter the Lake by exact count, but on reaching the Lake, his turn ends. Any number of players may occupy the Lake at the same time. On his next turn, he moves out of the Lake onto the Island Track. If his spin lands him on a FOOTPRINT, he draws a FOOTPRINT Card, follows the instructions on it, and places it face ~~down~~ at the bottom of the pack. AFTER a player has completed his trip on the Island, he re-enters the Lake in the same manner in which he first entered it, and his turn ends. ON his next turn, he may spin and move along the Secret Passage in the usual manner, OR he may try to spin a 1, 3 or 5 which permits him to move his piece directly to the OUT square located at the outer end of the Secret Passage. A player must state his choice before he spins.

CAPTURING THE BOAT:

When a player, after passing the "OUT SQUARE", spins a number that will move his piece onto the Boat Circle, he must move the boat forward one space before moving his own piece. When a player is in the Boat Circle, he may move his piece either forward or backward, but in ONE direction ONLY on any one turn, and he must always move the boat one square forward before moving his own piece. When a player's piece lands on the space alongside

the boat, he takes a Boat Card from the board and his turn ends.

On his next turn, he heads toward the boarding space.

BOARDING:

After a player has found an Earring and captured a BOAT Card, he proceeds along the track to the Boarding Square. A player does not need to land on this square by exact count. However, he must spin a one or two to move to the space marked "Finish" from this square. Any number of players may occupy the Boarding Square at the same time.

WINNING THE GAME:

The first player to reach the square marked "Finish", WINS THE GAME!

Questions will be gladly answered by Parker Brothers, Inc.
Salem, Massachusetts if a self-addressed
stamped envelope is enclosed.

November 12, 1957

ANNETTE'S SECRET PASSAGE GAME:

FISH CARDS:

TAKE ANOTHER TURN.

Move (3) spaces FORWARD.

Move (3) spaces FORWARD.

Move (2) spaces FORWARD.

Move (2) spaces BACK.

Move (2) spaces BACK.

Move (1) space BACK.

Move (2) spaces FORWARD.

TAKE ANOTHER TURN.

Move (1) space BACK.

Move (4) spaces FORWARD.

Move (2) spaces BACK.

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FOOT CARDS:

GO TO THE JUNGLE.

GO TO THE CAVE.

Move (4) spaces BACK and take another turn.

Move to Lake; take another turn.

GO TO THE JUNGLE.

Move (2) spaces FORWARD.

Move (3) spaces FORWARD.

Move (5) spaces FORWARD.

Move BACK to the lake.

Change places with the leading player on the Island.

Move (2) spaces BACK.

GO TO THE CAVE.