

# The PIRATES

The Golden  
Medallion

36' PAGE  
COMIC!



LEGO



Governor Broadside lives on a large island in the Tropical Sea together with his sister, Aunt Prudence and niece, Camilla. He loves nothing more than good food and a little peace and quiet.

De Martinet is his second-in-command and together they have the troublesome task of upholding law and order throughout the islands.



But, on another island in the same area live the pirates. They make life difficult for the governor. Captain Red Beard and Boatswain Will are two of the most notorious pirates.

Among the pirates' numbers are cutthroats who even steal from the other pirates. Captain Foul is just such a man.



BLACK SEAS BARRACUDA

Culverin

Foul



Flashfork



Red Beard

Will

Rummy

Spinoza



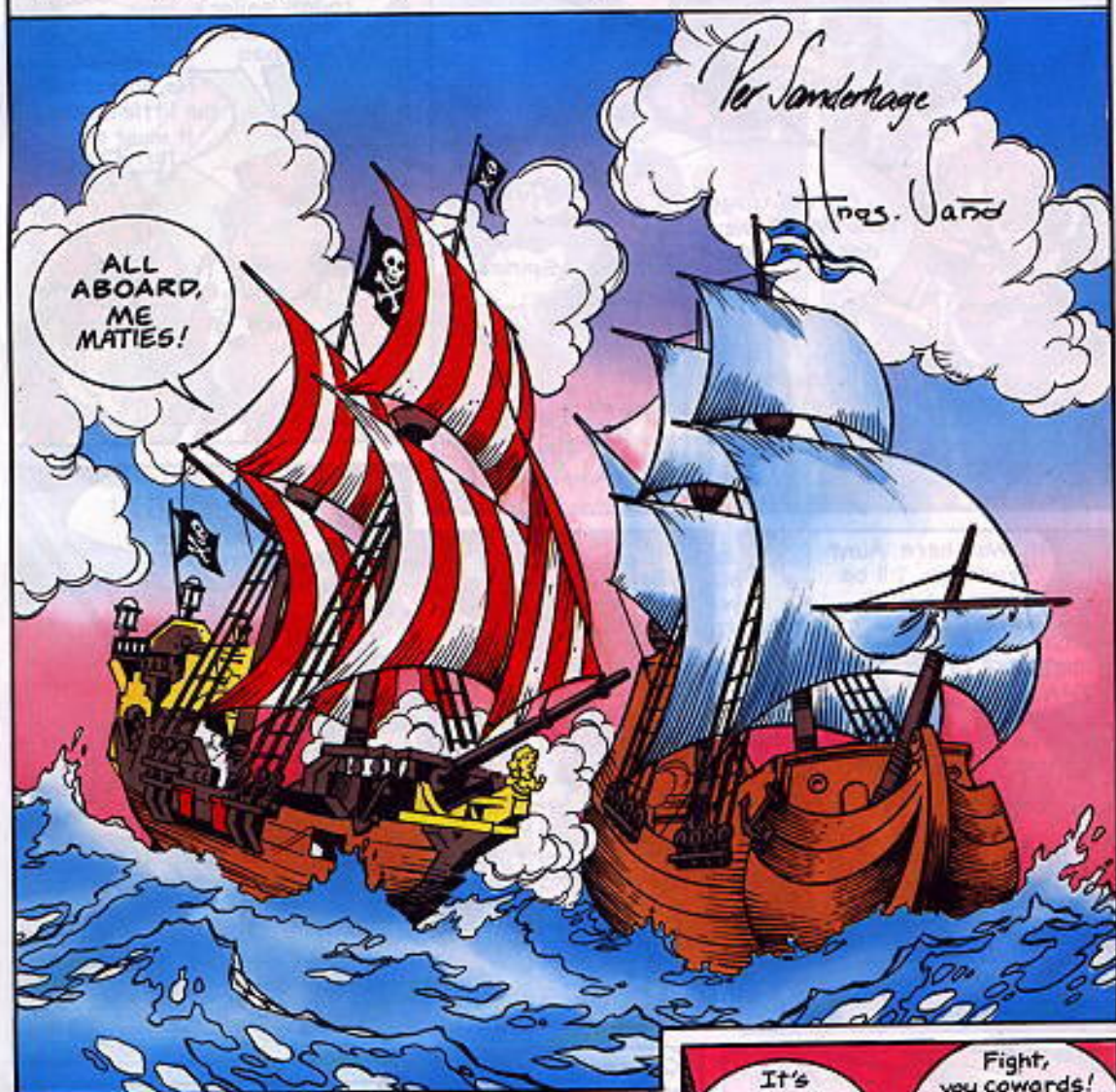
FORBIDDEN ISLAND



Bessie



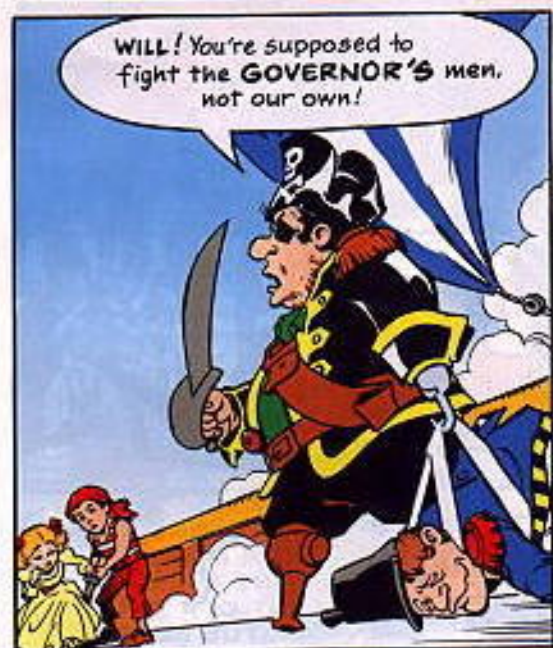
One day, a long time ago, in the Tropical Sea...



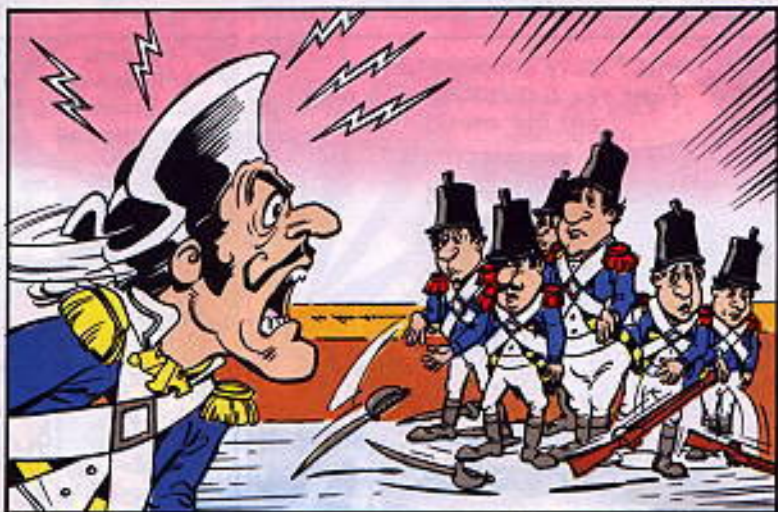




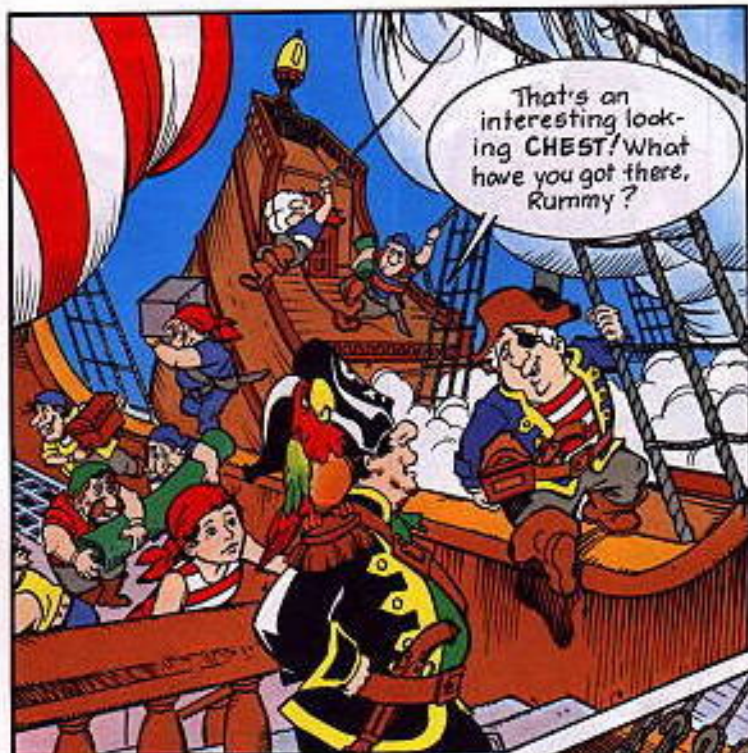












That's an interesting looking **CHEST**! What have you got there, Rummy?



It's papers and that kind of stuff, Captain... and a letter to Governor Broadside!

Huh! Boring. I'd hoped it was rum.



Throw that rubbish overboard!



That's all of it! **HOIST THE SAILS! RAISE THE ANCHOR!**



Stop standing there mooning, Will. If it's that girl, forget her. She was the niece of Broadside himself!



Broadside's **NIECE?**

Yes, forget all about her. Just enjoy the good life on the Black seas Barracuda!



Squawk! Galleons and Gunpowder! Air Attack!







Next morning, at FORBIDDEN ISLAND, the pirates' hiding place...



Imagine, not being able to catch a little monkey! Kids these days...



Never mind, Captain... Let's forget that stupid monkey and drink some breakfast!



Welcome home, Captain Red Beard. Was it a good raid?



Fair to middling, Bessie. Fair to middling. Only two freighter ships and a galleon.



Things have changed since my blessed husband's time. In those days you could plunder a whole village before lunch!

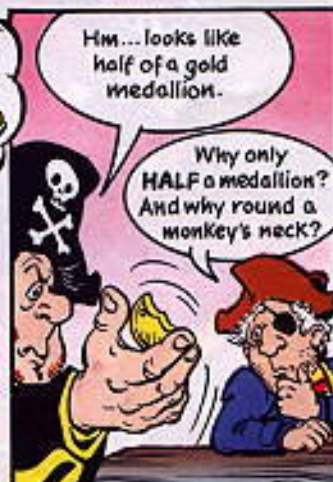
Pity he got in the way of that rope...



I told him it was foolish to attack the Governor's flagship in rowing boots...

He was one of the great ones... kids today can't even catch a tame monkey!











"Fifty or so years ago, the Blackheart Cousins captured a great treasure. They buried it on an island..."



"... and scratched a map on a gold medallion and divided it. Only with both halves could you find the treasure."



Why did they break it in two?

The Governor's ship's were after them. They had to separate to escape.



John disappeared in the jungle somewhere south. You've probably got hold of his half. And Brian...

Yes, what about him?



...He decided to plunder Port Royal...



He must have been crazy! The Governor's town is protected by **THE ELDORADO FORTRESS!**

Well, he was never heard of again. They his old shipmate is still living there...



So we can ask him. Make the Black Seas Barracuda ready! We're sailing for Port Royal!

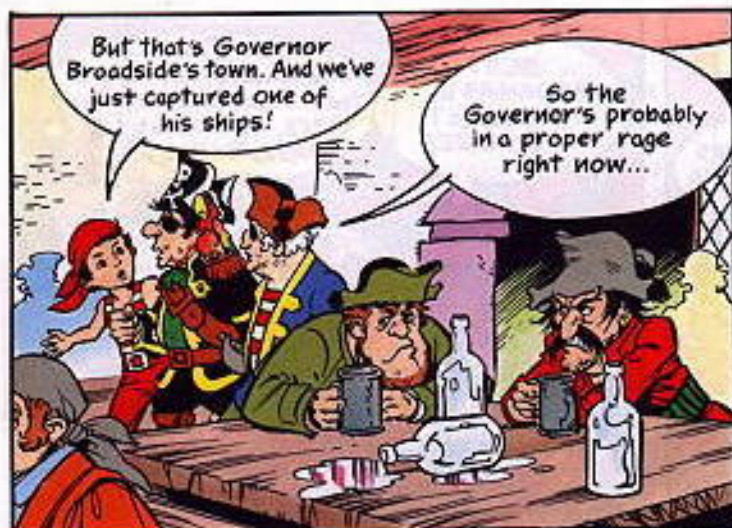


Do you know what Blackheart's shipmate is up to now?

I heard he's a shopkeeper somewhere in Port Royal...



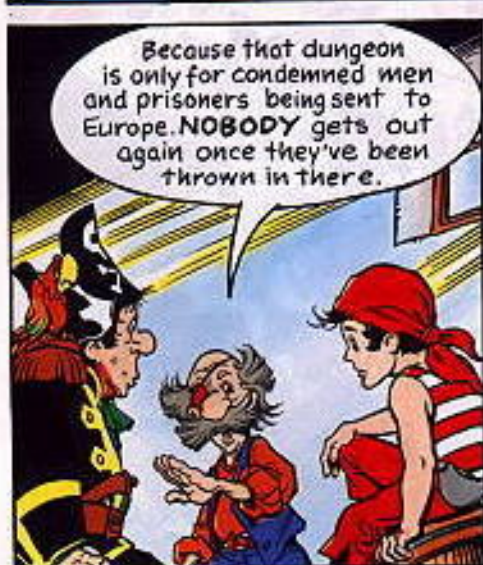












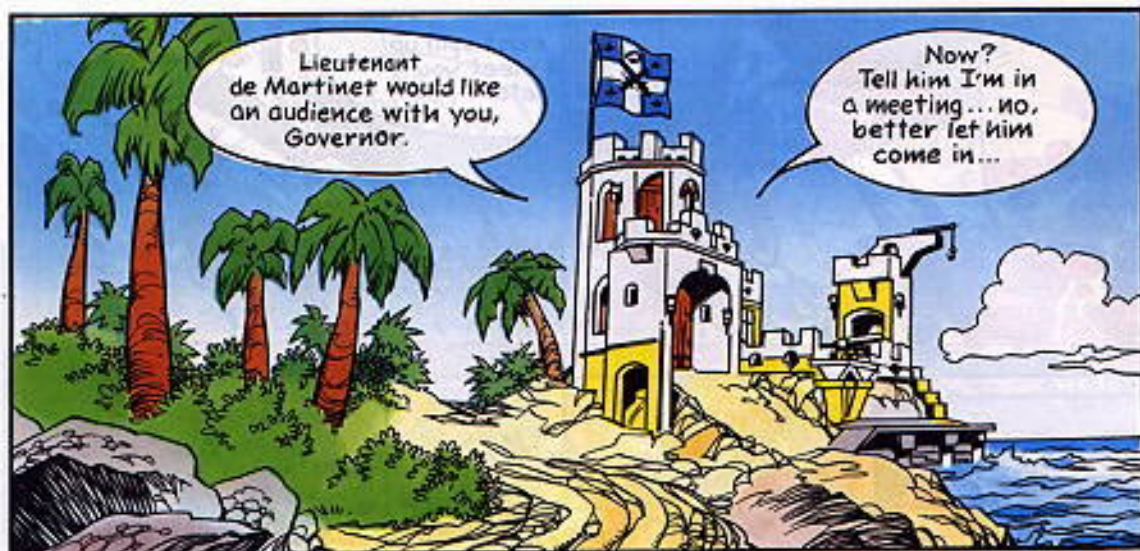
















Well, you scoundrel...you'll soon find out that we know what to do with your type!

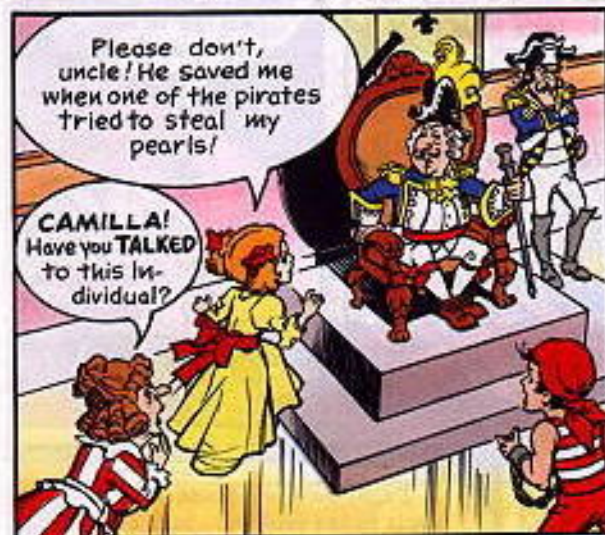


Please, your honor, I'm only a poor, orphaned fisherman with an old mother and three aunts to take care of...

That's quite enough of that. Give him a whipping and then hang him...



NO, UNCLE!



Please don't, uncle! He saved me when one of the pirates tried to steal my pearls!

CAMILLA! Have you TALKED to this individual?



Oh, dear, sweet uncle... please show him mercy...

Oh, all right...if it means so much to you...



We'll leave out the whipping. Just hang him, Lieutenant.

As the Governor orders.



Throw him into the extra safe dungeon. We'll hang him in the morning...

No more nonsense. Now let me have my lunch in peace.

But, uncle...



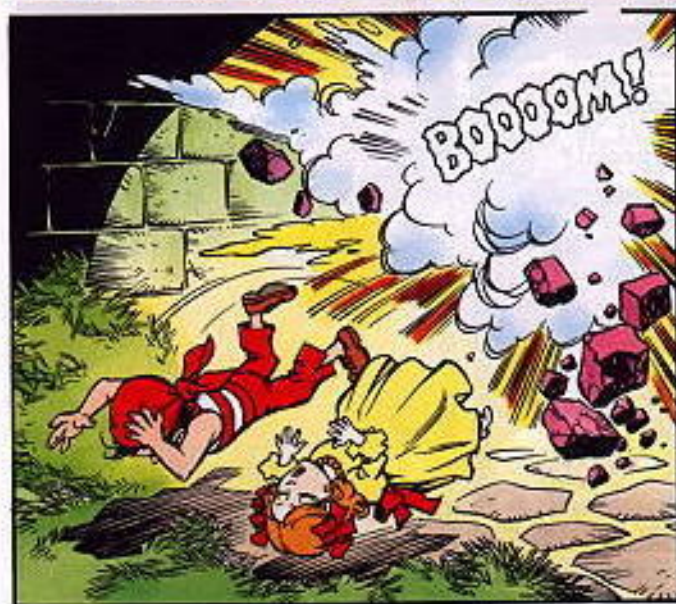
Sweet dreams. We'll hang you at dawn...

What a pity. I usually sleep in late on Wednesdays.

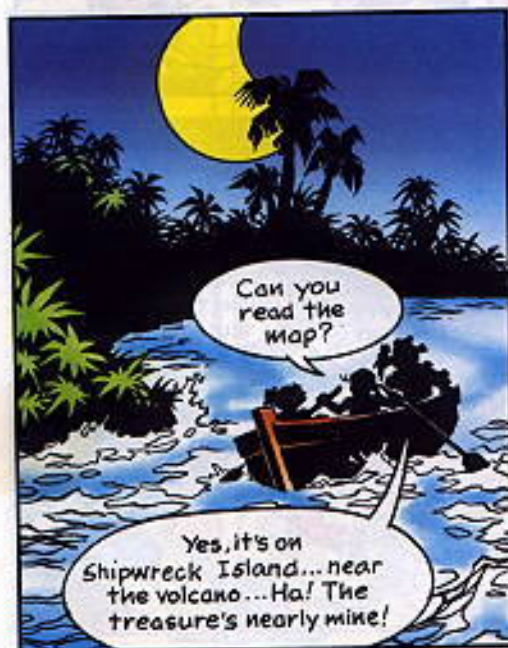
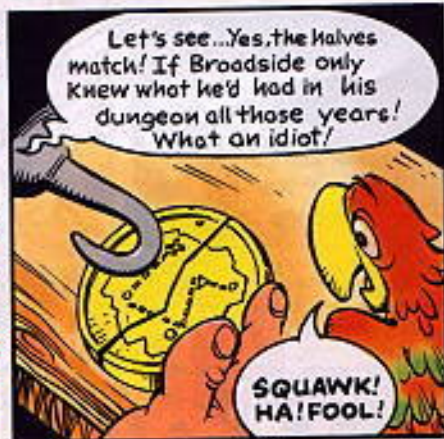


















Next morning...



Now, be sensible, Captain Red Beard. Where did you hide the medallion?

Get lost, scumbag!



I know you've hidden it somewhere. **WHERE** is it?

Give me back my crew and ship and I might consider giving you a share.



No, thanks. Why settle for a share when I can have it all?

**CAPTAIN! SHARKS!**



Tell you what—give me the map and you can have a ship and some supplies... otherwise, you'll get a free swimming lesson!



**YEEOW!**

Stop making such a fuss, Will!

Friendly beasts, aren't they?



Well, okay... since my shipmate's so jumpy...

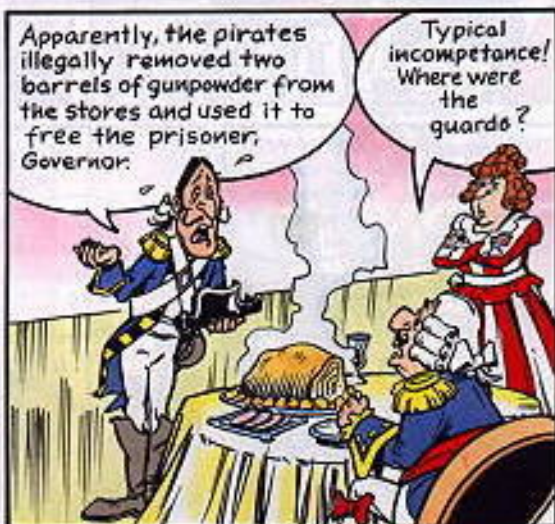
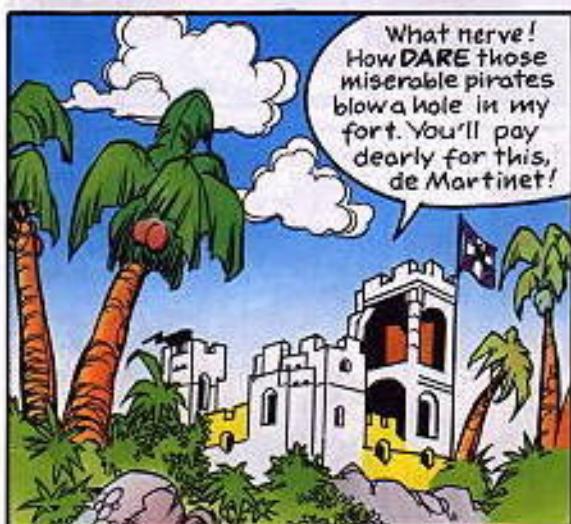
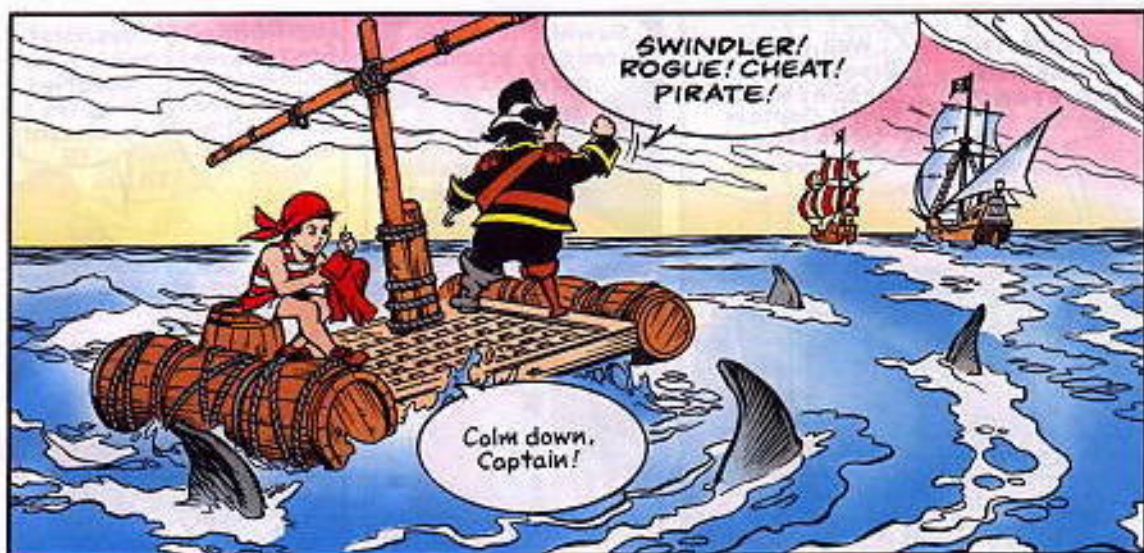
Very sensible, Captain Red Beard.



And now to my part of the agreement. Culverin, set them adrift on the Cast-away's Ratt!

Aye aye, Sir...

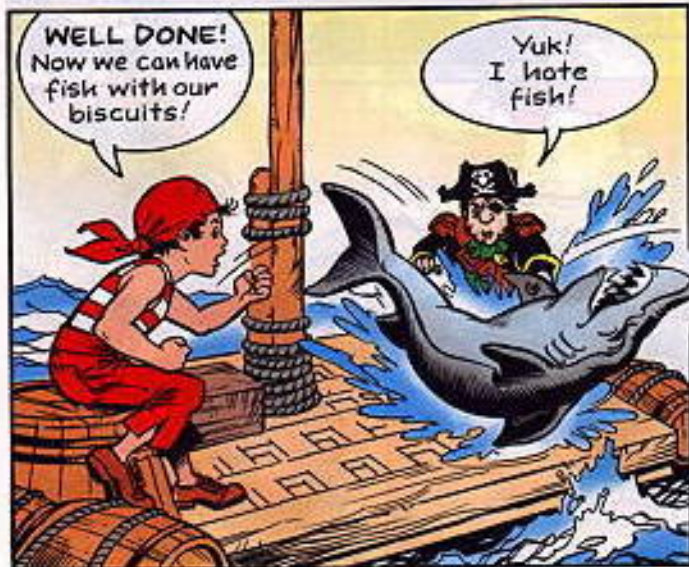
















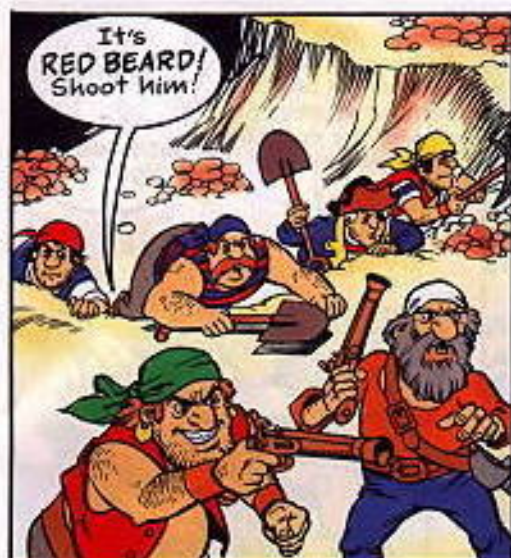




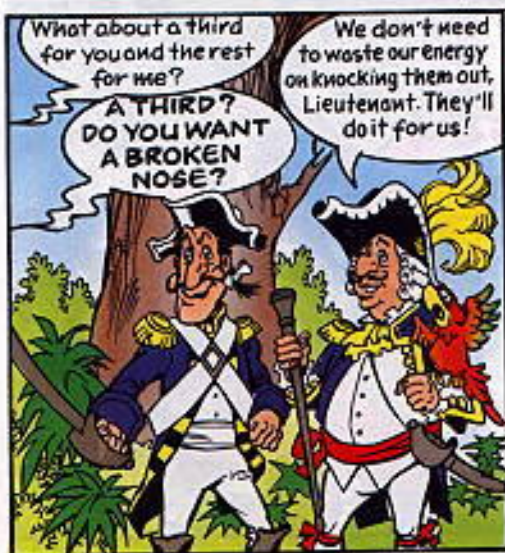




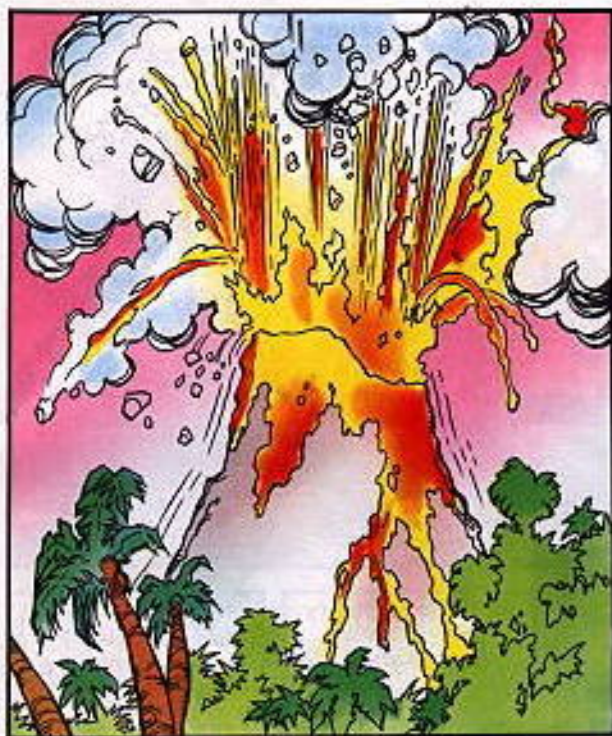




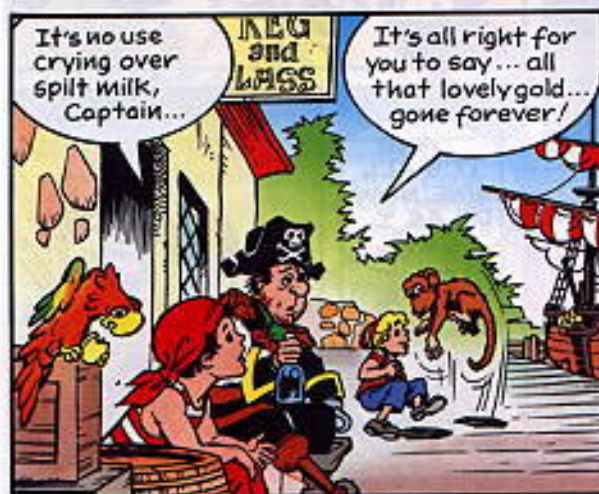














**FIND THE PIRATE MAP!**



Will and Rummy have gone ashore on an island where a treasure map is hidden. They discover that there are two paths which will lead to the map. The obstacles on each path are exactly the same – only the sequence is different.

Two players are needed for this treasure hunt. Start by placing Will and Rummy on the first row of studs. Then take turns by rolling a single dice. ►




**BLACK FOUR-STUD:**  
Black misfortune. Very  
dense jungle. If you still  
your cutlass, you can  
on. If not, you must go  
to where you lost it. Then  
have to roll a two or a six  
e you can move again.



**RED FOUR-STUD:** An ambush! Go back four places and take cover.




 **WHITE FOUR-STUD:** The White Cliff: now you can see the treasure map and you've won the game!




Build the island as shown in this drawing. If you don't have the bricks and building plate you can use the drawing in this book, or even draw the island yourself.

The game ends when you've landed on the white cliff (the white brick). If you roll too many, you'll fall over the edge of the cliff and will have to start again from the beginning!



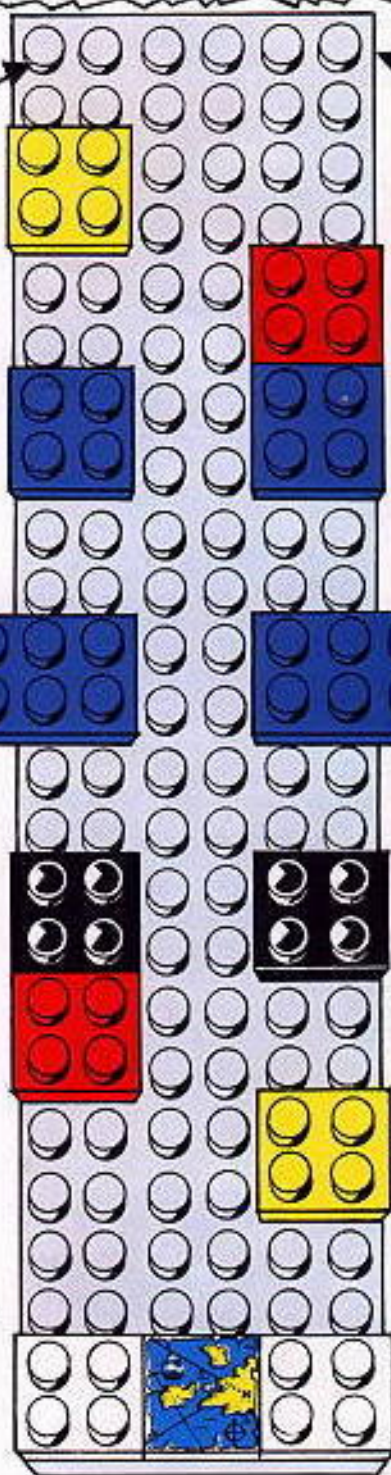
 **YELLOW FOUR-STUD:** A big swamp. There's a danger of yellow fever. Go back two places.



 **BLUE FOUR-STUD:** You drop your cutlass. If you can roll a two or a six on your next turn, you find it again and may proceed. If not, you have to go on without it.

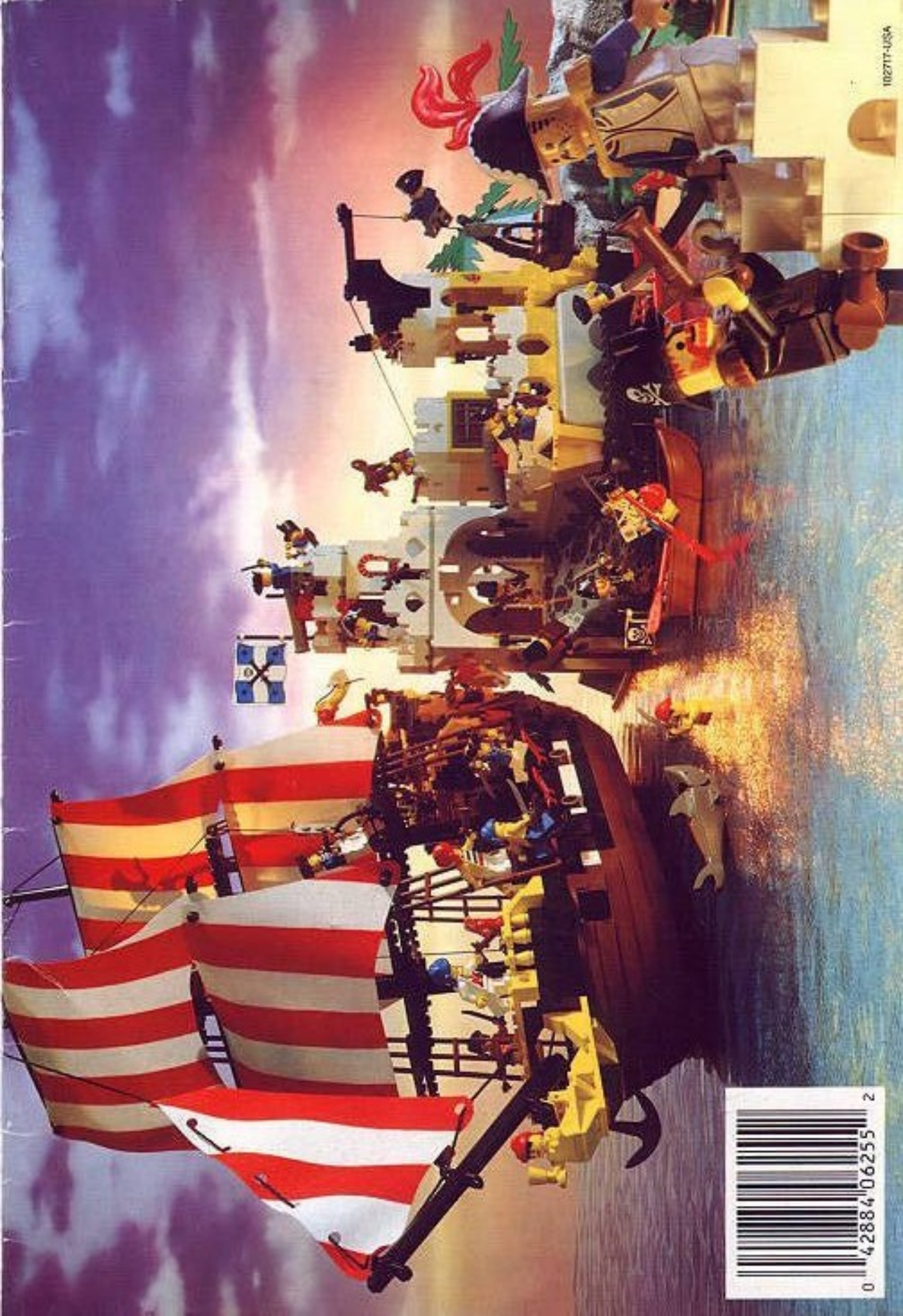


**BLUE EIGHT-STUD:**  
You're captured by Captain Foul, who will make you walk the plank. If you can roll a two on your next turn, you may go on. If not, you must swim back to the beginning and start again.



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