IF ANY SPOT IS OCCUPIED BY ANOTHER PLAYER, THE PLANE IS ADVANCED TO THE NEXT UNOCCUPIED SPOT—EITHER AHEAD ON AN ADVANCE MOVE, OR BACK ON A RETREAT MOVE—THE PLAYER TAKES EITHER AN ARMY FLASH OR DANGER FLASH CARD IF THAT SPOT IS EITHER BLUE OR RED, AND CONTINUES TO PLAY UNTIL THE PLANE LANDS ON AN UNOCCUPIED YELLOW SPOT.

PENALTY

IF ANY PLAYER CALLS OUT THE NAME OF THE PLANE HE BELIEVES IS CORRECT BEFORE THE PLAYER WHOSE TURN IT IS ANNOUNCES HIS IDENTIFICATION, PLAYER WHO CALLS OUT OF TURN IS PENALIZED BY LOSING HIS NEXT MOVE.

SEMIB-ADVANCED GAME

At any time the Flight Commander turns up a card which the player thinks he can identify without referring to the MASTER INTELLIGENCE CHART, that player may refuse the use of the chart and call out the name of the plane he believes it to be. If he is correct, he doubles his advance moves as indicated on the back of the card. If he is wrong, he doubles his retreat moves as indicated.

ADVANCED GAME

In the game for advanced players, the MASTER INTELLIGENCE CHART is not used at all. Players try to identify the planes directly from the AIRPLANE SILHOUETTE CARDS. In this game the player must correctly identify the plane without consulting the MASTER INTELLIGENCE CHART.
All the players are U. S. flyers who leave their home base and progress through enemy controlled areas, meeting hazards, and overcoming obstacles until they reach the vital enemy objective and thus accomplish their mission. The first player reaching this objective is the WINNER.

**EQUIPMENT**

**PLAYING BOARD** — Representing a military strategy map of enemy territory with numerous objective spots from TAKE OFF to MISSION ACCOMPLISHED.

**MASTER INTELLIGENCE CHART** — Showing 48 authentic allied and enemy military planes in miniature silhouette with their correct names.

**PLANES** — 8 Tokens shaped like airplanes.

**AIRPLANE SILHOUETTE CARDS** — 48 silhouette cards, each card showing authentic detailed silhouette on one side, and the other side showing name, description, front and side views of plane, and playing moves.

**HANGER CARD** — To be placed over AIRPLANE SILHOUETTE CARDS.

**BLACKOUT CARD** — To be placed over plane under observation.

**ARMY FLASH CARDS** — Blue stripe.

**DANGER FLASH CARDS** — Red stripe.

**RULES**

The host as Flight Commander, seated at the foot of the open game board, provides the players with one plane each to represent them in their flight from the TAKE OFF to MISSION ACCOMPLISHED. These planes are placed on TAKE OFF area. Be sure you know your plane!

Flight Commander places the AIRPLANE SILHOUETTE CARDS on the HANGER AREA of playing board with the silhouette side facing up, covering the deck with HANGER CARD. He then places ARMY and DANGER FLASH CARDS in their respective positions on the board.

The player to the left of the Flight Commander is to identify the first plane, thereafter the game proceeds in clock-wise order. The Flight Commander lifts the HANGER CARD and removes the top AIRPLANE SILHOUETTE CARD and places it on the "spotlight" at the head of board nearer the player, replacing the HANGER CARD to the deck.

The player studies the important characteristics of the plane before him, i.e., number of motors, shape of fuselage, wings, tail, etc., without picking the card up.

When player thinks he can identify plane, the Flight Commander places BLACKOUT CARD over the AIRPLANE SILHOUETTE CARD and hands player the MASTER INTELLIGENCE CHART. Then player tries to identify his plane from small silhouettes on this chart, calling out the name when he believes he has the correct one.

The player then verifies his choice by exposing the AIRPLANE SILHOUETTE CARD, reading off the plane's name and description from the back of the card. If his identification is correct, he moves his token forward the number of spaces indicated; if incorrect, he must retreat according to the directions on the card.

**FOR INITIAL MOVE FROM 'TAKE OFF', PLAYER MUST IDENTIFY PLANE CORRECTLY—IF HE FAILS, PLAYER MUST REMAIN THERE UNTIL HIS NEXT TURN.**

After the player has made his move, the Flight Commander returns the AIRPLANE SILHOUETTE CARD that has been played to the bottom of the deck face up, taking up the next card from under the HANGER CARD for the next player. It is optional whether the Flight Commander plays or not.

- **ALL CLEAR** (YELLOW SPOT ON BOARD)
  If a plane lands on a yellow spot it is ALL CLEAR, and the plane remains on that spot until that player's next turn.

- **ARMY FLASH** (BLUE SPOT ON BOARD)
  If the player lands on a blue spot, it is an ARMY FLASH, and the Flight Commander gives the player the top card from the ARMY FLASH deck. Player follows instructions on card, then returns it face down to bottom of deck.

- **DANGER FLASH** (RED SPOT ON BOARD)
  If the player lands on a red spot, it is a DANGER FLASH, and the Flight Commander gives the player the top card from the DANGER FLASH deck. Player follows instructions on card, then returns it face down to bottom of deck.