
AERO-CHUTE

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Insert one end of the support stick into the hole in the wooden brace at the back of the game. The board will now stand upright. Slide the three aeroplanes up the wire slide, as illustrated in diagram. (Note: The bottom aeroplane should be No. 25, the center No. 50, and the top No. 75). The bottom wing of the last aeroplane should rest on the wood stop to prevent it from sliding down. Place the two parachutes on the two moon-shaped cut-outs in the board.

Stand back several feet from the game and load the shooter by inserting a dart into the **smaller end** of the center wooden barrel. As the stick comes out the **back end** of the barrel see that it catches in the center of the rubber band. (See diagram.) Hold the rubber band around the end of the dart stick, draw both back slowly and let fly. The dart will stick to the target when it hits it. (Note: If the dart only partly touches the correct section, it is counted as a hit and player shoots for next section.)

Stand back about five feet from the game and aim at the **top wing** of the aeroplane. If the **small target** on the **top wing** is hit, the aeroplane will spin over, glide down off the wire and the next aeroplane will slide into position for another shot.

Each player is permitted three shots, and scores according to the numbers on the aeroplanes hit off. If a player hits the three aeroplanes off in **three shots**, he is allowed two extra shots at the parachutes. Parachutes should be hit at the very top in order to knock them through the hole in the board.

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