

THE GAME OF AERO SHAM BATTLE

Revised Copyright 1941, by John J. Davala

AGCA
ARCHIVES

IMPLEMENTS

- 6 squadrons of planes, each squadron having: 1 Observation plane, 3 Pursuit planes and 1 Bomber plane.
- 6 Take-Off Cards.
- 30 Picture Bombs.

OBJECT OF THE GAME

The object of the Game of Aero Sham Battle is to capture as many planes of the opponent air forces as possible at the same time registering as many bomb hits as you can to increase your score.

From two to six persons may play at one time. Everyone plays through to the finish.

DIRECTIONS

Choose the squadron (A, B, C, D, E, or X) you wish to command. Your air force consists of: 1 Observation plane, 3 Pursuit planes and 1 Bomber plane.

Your starting point on the outside lane of numbered squares (which is called the Observation Route) is the square with the word "Observation" and your squadron letter (A, B, C, D, E, or X) in red. Your starting point on the inside area of direction planes is also indicated with your squadron letter in red and an arrow pointing to the space where your planes enter the game.

Your Anti-Aircraft units are the two red direction planes in the center of the Sky-Field bearing your squadron letter. These two spaces are your safety zones where you may land as many of your planes as you wish at any time. Other planes landing on your Anti-Aircraft units are captured by you.

The direction planes with the bombs pictured on them that alternate with the red Anti-Aircraft spaces are Bomb Hit spaces. When anyone's Bomber plane lands on any of these Bomb Hit Spaces the player picks up a picture bomb for scoring.

THE TAKE-OFF

Mix the Take-Off cards well with the numbers face-down. Each player picks one from the pile. Player with lowest numbered card becomes FIRST PLAYER. Others follow in order to FIRST PLAYER'S right. Each player, on his turn, moves his Observation plane from his starting point on the Observation route to the right (counter-clockwise) the number of spaces as indicated by the number on the Take-Off card he holds. When this is done the players are in flying position and the game is on!

THE SHAM BATTLE

Player, on every turn after The Take-Off, moves his Observation plane to the right (counter-clockwise) along the Observation route the same number of spaces as the number on the space where the Observation plane had been. He then moves one of his planes along the Sky-Field following the nose of the direction planes the same number of spaces he has moved his Observation plane on that turn.

Player must put his three Pursuit planes into action before he can move his Bomber plane. Player can move only one of his planes on the Sky-Field on any turn. Player may put a plane into action on any turn.

When less than six persons play, the left-over squadrons' Anti-Aircraft Units become danger zones for all players and all planes landing on them are eliminated from the game and are not counted.

When player's entire air force is captured his Observation plane remains where it last landed until the end of the game. Opponents landing on it receive their usual two extra turns. Game ends when only one player has planes in action. All Anti-Aircraft Units remain in action and capture planes for their owners until end of game.

FLIGHTS

When only one player has planes in action a FLIGHT is completed. Players may determine the number of FLIGHTS for a game. (Average "FLIGHT" time is 20 min.) Winner is player who has most points to his credit when all "FLIGHTS" have been totaled.

QUICK CHECK CHART

(Find the situation that applies and refer to numbered rule below)

WHEN PLAYER'S PURSUIT PLANE LANDS ON:	WHEN PLAYER'S BOMBER PLANE LANDS ON:
Opponent's Pursuit plane..... (1)	Opponent's Pursuit plane..... (1)
Opponent's Bomber plane..... (2)	Opponent's Bomber plane..... (1)
Opponent's Anti-Aircraft..... (2)	Opponent's Anti-Aircraft..... (2)
Player's own Pursuit plane..... (3)	Player's own Pursuit plane..... (3)
Player's own Bomber plane..... (3)	Player's own Bomber plane..... (3)
Player's own Anti-Aircraft..... (4)	Player's own Anti-Aircraft..... (4)
Bomb Hit Square..... (5)	Bomb Hit Square..... (7)

When Player's Observation plane lands on Opponent's Observation plane (6)

1. Player captures opponent's plane. Receives one extra turn to be taken immediately.
2. Opponent Captures player's plane. No extra turn for opponent.
3. Player's plane in action is eliminated from game. Does not count.
4. Safety zone for player's planes. Player may land one or more of his planes at one time here only.
5. Player does not make bomb hit with Pursuit plane.
6. Player takes two extra turns immediately, but does not capture opponents Observation plane.
7. Makes Bomb Hit. Player takes one picture bomb from pile for scoring.

SCORING

Captured Pursuit planes..... 1 point	Captured Bomber planes..... 5 points
Bomb Hits (Picture Bombs)..... 2 points	Uncaptured planes..... (each) 3 points