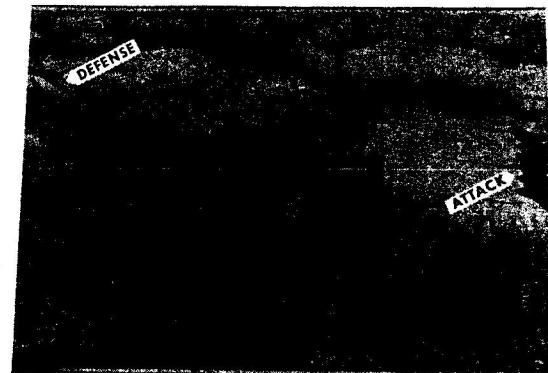


HOW TO PLAY AIR COMBAT TRAINER

OBJECTIVE OF THE GAME

ATTACKERS—IN ORDER TO WIN—MUST DRIVE ALL DEFENDER PLANES OUT OF COMBAT AREA—OR—ACHIEVE BOMB HITS ON SEVEN GROUND OBJECTIVES

DEFENDERS—IN ORDER TO WIN—MUST DRIVE ALL ATTACKER PLANES OUT OF COMBAT AREA BEFORE ALL SEVEN BOMBS HIT GROUND OBJECTIVES



No. 1. Planes in position on Combat Area ready to play—

INSTRUCTIONS FOR PLAY

1. Attack Flight Commander places one squadron (six planes) ON **EXTREME RIGHT END** of Combat Area between 10,000' and 12,000' altitude. Planes may rest one upon the other, overlapping. Defense Flight Commander places one-half squadron (three planes) AT **EXTREME LEFT END** of Combat Area between 12,000' and 14,000' altitude. Noses of planes should not, at start of game, extend beyond first 1,000' vertical red line.
2. Attack Flight Commander spins first, using *red* spinner card, and moves his planes accordingly. Alternately, Defense Flight Commander spins *blue* card and follows his Orders.

GENERAL INFORMATION

AIR COMBAT TRAINER is for TWO or FOUR players, divided into two sides. One side is the ATTACKERS; the other side the DEFENDERS. One player becomes Attack Flight Commander. The opposing player becomes Defense Flight Commander.

OPEN UP to its full, flat size our aerial photo—the COMBAT AREA. Attack Flight Commanders should spot the eleven Military Objectives in Combat Area by checking with box cover photo.

EACH SQUARE BOX on Combat Area represents Air Space 1,000' (feet) square, and the distance between diagonal corners is 1,500'.

ALL PLANES and BOMB BURSTS are in die-cut card in box, and can be released by light pressure of the fingers. Types and descriptions of all planes used are found in our booklet. Assort planes into groups, six fighters of the same kind to a squadron.

THERE ARE 13 ATTACKING U. S. Planes consisting of two squadrons of six fighter planes each—BELL P-39 "AIRACOBRAS" and CURTISS P-40 "WARHAWKS" and 1 high level Bomber—BOEING B-17 "FLYING FORTRESS." These fly to the left.

THERE ARE 18 DEFENDING U. S. Planes, consisting of 3 squadrons of fighters—NORTHROP A17-A "ATTACK BOMBERS," LOCKHEED P-38 "LIGHTNING INTERCEPTORS" and REPUBLIC P-47 "THUNDERBOLTS." These fly to the right.

There are 5 Nazi German planes, 5 Japanese planes, and the 6 U. S. planes in *flying silhouette*. These are used *only* for identification purposes in game. All silhouettes are identified in our booklet. There are "hangar" envelopes for these 3 groups, too.

Examine our BOMBING ANGLE AIMER.

Now read our booklet, "Keep 'em flying . . ." From it you will learn about air combat, principles, plane formations, combat and bombing practices, and what some of our enemy planes look like in the sky. In playing AIR COMBAT TRAINER you can put into practice all this knowledge.

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No. 8. Showing use of Aimer for High Level Bombing

White indicates visual line of aim across Combat Area. Short white lines indicate hit area. Hits could be registered on any ground objective along visual line. In this case no hits from bomber are shown.

Address all inquiries to *Flight Commander*, LEWIS INSTRUCTOR GAMES, 16 East 52nd St., New York City. Please enclose stamped, self-addressed envelope for reply.

No. 7. Possible *fifth* move, Attackers only
ATTACK COMBAT ORDER — "CALL HLB FLY REAR LDG GROUP"

A plane can travel at any angle but generally in the direction nose of plane indicates.

Planes within 1,000' of each other may be considered parts of *one* group or unit. All measurements are taken *from and to* nose of plane.

One plane may not attack a *unit* of more than two planes; and may attack more than one plane *only* from at least 30° above or below a level line of approach.

Two planes may not attack a *unit* of more than three planes; and may attack more than two planes *only* from at least 30° above or below a level line of approach.

In Combat Order "IDENTIFY . . . Plane," opposing Flight Commander selects *one* of the silhouette planes, U. S. or Axis as ordered, and places it on Combat Area for identification by Commander who has made spin. Successful identification is rewarded as follows:

BONUS A—Call Res. Half Sqdn. at 9,000' and place in any position desirable at this altitude, but *not* ahead of leading units already in air.

BONUS B—Move any unit of planes, up to half a squadron, within 3,000' range, but only as a *preliminary* to next Combat Order.



No. 3. Possible second move, both sides
ATTACK COMBAT ORDER — "SINGLE ATTACK 4,000' RANGE"
DEFENSE COMBAT ORDER — "CALL RES. HALF SQDN 15,000"

SCOUT PLANE. Any plane in a unit or group other than that of Squadron Commander's leading plane may be assigned to Scout Duty. No. 1 Scout is first scout sent out. No. 2 is second, etc. When a Scout is within 2,000' range of opposition planes the balance of his group moves 1,000' nearer him. When Scout is "called back," he rejoins his original group, wherever they are.

RESERVES, when called by spinner, are placed at altitude specified, but never ahead of preceding groups. Any formation may be used. No. 1 Res. means first additional group called into fight, No. 2 Res. is second called, etc. When original fighters have been lost, Reserves' status may be disregarded if Flight Commander wishes.

BOMBING MILITARY OBJECTIVES. Use our *Bombing Angle Aimer* for correct aim. Note two different angles, one for Dive Bomber attacks by fighter planes, and one for high level Bomber. Note leeway of 500' *objective area* for hit. The 500' markings along edge of Aimer are used to measure distances. If aim does not line up with *objective area*, it is a "miss." Place "Bomb Burst" on objective after hit has been made.

DIVE BOMBING. If Aimer lines up objective within 500' area, guide dive bomber towards it. Place "Bomb Burst." Then bring plane up to half its original altitude, but 2,000' *forward* of objective. If, while en route to new position, dive bomber must pass upward *through* enemy planes, such opposition is destroyed. If it



No. 4. Possible third move, both sides
ATTACK COMBAT ORDER — "ALL FWD 2,000"
DEFENSE COMBAT ORDER — "2 ATTACK 5,000' RANGE"

passes within 500' *in front* of opposition planes, dive bomber itself is lost. Opposition planes in downward path of a dive bomber have *no effect* upon it.

HIGH LEVEL BOMBER, once called into play by spinner, moves simultaneously with forward movement of leading Attack group, but 2,000' in rear. Bomber travels only at 15,000' altitude. Bomber may be attacked if it has none, or only 1 Fighter Escort. At least three Defender planes must be ordered to attack at one time in order to destroy Bomber. Any Defender unit of two or less within 500' range of high level Bomber will be shot down. If the Bomber, with or without Escort, is *only* Attacker *plane* left on Combat Area, and there are at least six Defender planes, Bomber is lost.

CHANGE FORMATION. This Combat Order permits Flight Commander to rearrange planes. Leading plane in each group must remain in position. The others take new positions in desired formation.

When planes have crossed to opposite end of Combat Area they may be turned around, flying upside down, to continue game. The extra high level Bomber in our set is used when flying in opposite direction.



No. 5. Possible fourth move, Attackers only
ATTACK COMBAT ORDER — "3 DIVEBOMB 3 OBJ. 2 LOST"
Note inner point of Aimer placed at nose of lowest of 3 planes about to dive. Repeat position of Aimer, in turn, at nose of each plane as ordered into divebombing. Note white line leading from Aimer. This indicates visual line of aim across Combat Area. Two short white lines indicate width of 500' hit area which runs along entire line of aim.



"Almost Got Me That Time..."

A group of fighter pilots of the Royal Air Force, Royal Canadian Air Force, and Royal Australian Air Force taking a "busman's holiday," battling out air war problems as they have lived them. AIR COMBAT TRAINER is the *only* air game that encourages both self-instruction and practical discussions on air tactics for the experienced flyer as well as for the air enthusiast. Only with AIR COMBAT TRAINER is "demonstration" possible. Photo at United Air Force Visitors' Lounge, Hotel Picadilly, New York.

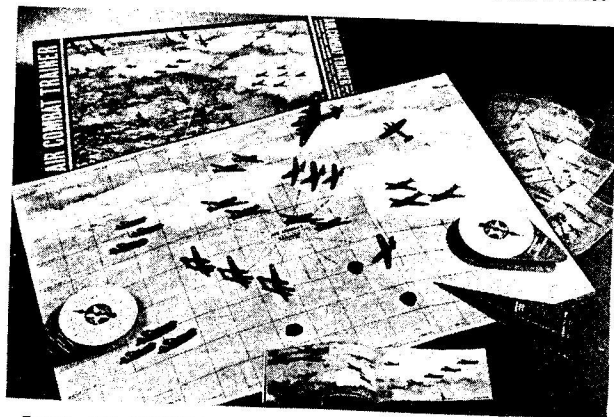
AIR COMBAT TRAINER IS APPROVED FOR RELEASE BY WAR DEPARTMENT.

AIR COMBAT TRAINER is sponsored by the NATIONAL AERONAUTIC ASSOCIATION, WASHINGTON, D. C., as an AIR YOUTH game.

AIR COMBAT TRAINER is recommended by New York State Education Department for use by all teachers of pre-flight education.

AIR COMBAT TRAINER

COMES TO YOU COMPLETE, READY FOR ACTION!



Every AIR COMBAT TRAINER outfit contains 63 play units

- 19 x 27 1/2" AIR PHOTO COMBAT AREA
- 24 page photo booklet "HOW TO KEEP 'EM FLYING"
- DIRECTIONS FOLDER Photo-illustrated
- ATTACK COMBAT ORDERS Spinner
- 6 P39 Airacobras
- 6 P40 Warhawks
- 2 FLYING FORTRESSES
- 2 HANGAR Envelopes
- Angle Aimer "BOMB SIGHT"
- 7 Bomb Bursts for ATTACKERS
- DEFENSE COMBAT ORDERS Spinner
- 6 A17A Attack Bombers
- 6 P47 Thunderbolts
- 6 P38 Lightnings
- FOR IDENTIFICATION
- 6 U. S. PLANES
- 5 NAZI PLANES
- 5 JAP PLANES

PRICE \$2.00

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"Let ME Give You a Tip..."



**ALL the SECRETS,
FUN and THRILLS of
FIGHTING AIR BATTLES
ARE YOURS—in
AIR COMBAT TRAINER!"**

THE ONLY AIR GAME DESIGNED BY AN ARMY OFFICER. PLAYED AND RECOMMENDED AS A COMBAT TRAINING COURSE BY FLYERS AND INSTRUCTORS.

TRAINING FOR AIR COMBAT

Flyer-Author finds AIR COMBAT TRAINER "nearest thing to official training course... gives thrilling opportunities to fly and fight... is best of war games."

by JAMES L. H. PECK

Associate Editor AIR NEWS, Author of "ARMIES WITH WINGS," "SO YOU'RE GOING TO FLY," and "AIR STRATEGY."

I HEARTILY recommend Air Combat Trainer to all air-minded youth and grown-ups as the nearest thing to an official air combat training course that I have ever seen.

Pilots, air crews, and ground crew men of the Army Air Forces and Naval Air Service have taken to this game and their enthusiasm is shared by thousands of Americans and Allies in and out of the services. I believe, too, that the reason for the game's popularity is that it is the first authentic, low-priced war game available to the public. Like the "sea-charts" and "sand-tables" used by Army and Navy strategists to work out battle tactics, this air game permits *you*, the player to be your own military strategist. It is the only game in which *you* can demonstrate your skill in air combat.

I am a fighter pilot. I've had considerable combat experience. Vivaly interested in aviation since my childhood, flying and writing about it occupy the greater part of my present working life. For this reason, I have more than an academic or recreational interest in this splendid game, Air Combat Trainer.

In almost every other type game there is a limit to the number and directions of moves a player can make. All the known chess moves and their variations were played out years ago; there are only 52 cards in a deck. But in Air Combat Trainer you have the tactical freedom of action of a squadron commander in the air.

While Air Combat Trainer actually works in two dimensions, players must think in *three* dimensions; height, width and depth. This trains Attackers and Defenders alike to fight air battles with the same tactics used by commanders of real offensive and defensive air squadrons.

As I play Air Combat Trainer I find spread before me the whole panorama of a City and the sky above it—the Combat Area. The feeling of reality, of air space, distance and perspective is very exciting. I see, at one time, the relative positions of all my planes and those of my opponent.



Planes in Combat Maneuvers over City

I can judge instantly as to what tactical moves must be made. All the planes are exact, cut-out miniatures of our best fighter types and go into action at the touch of a finger. My planes can climb and maneuver with lifelike action as the changing situations demand—and remember, *top* man is usually best man in aerial combat.

If I'm the Attacker, there is opportunity to dive-bomb just as I have done it and seen it done. My high level bomber carries out its mission accurately with the aid of the



At an Eastern Flying Field, U. S. Combat Pilots relax with the game they enjoy... AIR COMBAT TRAINER!

handy bomb-aimer that comes with the game. I can dispatch scouts to reconnoiter and evade enemy interceptors if the going gets tough.

When playing the Defender, my interceptors are given the freedom of action that defense tactics demand, and I have available lots of reserve fighters to back up my first "line of interception."

The Combat Orders on the spinners are so authentic that flyers can get into dogfights and work out their own air combat ideas. At the same time, the game is so simple that *you* can play it with ease and enjoyment and learn the fundamentals of air war.

As an educational feature, sixteen identification silhouettes of U. S. and Axis warplanes are furnished with the game. Correct identification in air combat cannot be over-emphasized. Quick recognition makes victory more certain because you know what you're shooting at. In Air Combat Trainer, correct identification is encouraged by gaining you free tactical moves. To make identification easy, there is a 24-page booklet with photos showing fighters and bomber formations, in flight, all carefully explained.

There are no "bugs" in Air Combat Trainer—it gives action, it educates, it entertains. You will play it over and over again because of its endless opportunities to "fly and fight." Far and away, it is the best of the new war games.

P.S.—And if you have any questions pertaining to Air War, planes, tactics, etc., a postcard will bring prompt answers from AIR COMBAT TRAINER'S Flight Instructor.