



*The name "Flying
Fortress" is used on
this game by cour-
tesy of the Boeing
Aircraft Company.*

DIRECTIONS FOR
PLAYING

MILTON BRADLEY COMPANY
SPRINGFIELD, MASS.

Ferry Command

TRADE MARK

THE FLYING FORTRESS GAME

For Two, Three or Four Players

FERRY COMMAND is a game in which each player is an airplane pilot ferrying mighty Flying Fortresses to ports near the war front in various parts of the world, which are indicated on the playing board.

As the Fortresses carry all the cargo possible to the fighting front, their progress outward bound is advanced by the throw of only ONE DIE; but the pilot's return flight is made in a fast flying plane, traveling light, and its speed is accelerated over the route by the throw of TWO DICE instead of one.

EASY-LEARN RULES OF PLAY:

1. Lift the tray cover at end of playing board, marked "Implements," and take out the cards, colored wooden pawns and dice.
2. Sort out the two sizes of cards and jog them into neat packs. Note that the larger cards have printed names of places on them. These are called PORT CARDS. The smaller cards have pictures of various types of war materials and printed legend with a number, as "150 Pursuit Plane," "400 Garand Rifle," etc. These are called CARGO CARDS.

Remember: two kinds of cards; large ones: PORT CARDS; small ones: CARGO CARDS.

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3. Now look at the playing board. The STARS indicate the location of Air Ports. The HOME PORTS are at Palm Beach, Panama, Natal and San Francisco; and the FOREIGN PORTS are Murmansk, London, Gibraltar and Sierra Leone on the Atlantic side; Sydney, Pearl Harbor and Dutch Harbor on the Pacific.
4. Note the broken white lines, each connecting a HOME PORT with a FOREIGN PORT. These lines represent "radio beams," and are the routes over which planes travel. The BLUE SPACES are "off beam" spots.

You now have a good understanding of the board and play-parts, and here's how you play the game:

ACTION:

1. Each player chooses a colored wooden pawn as his representative to move about the playing board.
2. Shuffle the PORT CARDS and also the CARGO CARDS, and place them, in two separate packs, face downward within easy reach of all players.
3. WHO PLAYS FIRST? Everybody in turn rolls the dice. Highest throw earns first play.
4. First Player draws one PORT CARD and one CARGO CARD, and places them face up, in plain view, on the table in front of him. The PORT CARD shows his flight destination; the CARGO CARD names the product to be carried, and the reward.

EXAMPLE: You draw PORT CARD reading "Murmansk," and CARGO CARD with legend "150 Pursuit Plane." Definition: Your flight is to Murmansk; you are carrying Pursuit Planes. When you have safely delivered your cargo and returned to HOME PORT you score 150 points.

Players must reach HOME PORTS by an exact count of the numbers on either one or the total of two dice. Players also must land at port of destination by exact count of ONE DICE.

The CARGO CARDS are drawn only before leaving the Home Port, not for the return flight. (After reaching destination the pilot is assumed to be returning on any plane available to undertake another trip for the Ferry Command.)

5. The First Player throws the TWO DICE. If he rolls a "3" on either, or a total of "3" (as 2 and 1) on both, he moves his pilot (colored playing pawn) 3 spaces along the flight route he must follow. If he fails to obtain a 3, the turn passes to the player on his right. Each player must throw a "3" to start his "pilot" on its way.

Note: After a player has started his pilot on a flight, he throws only ONE DIE until the port of destination is reached. On his return flight (from Foreign Port to Home Port) the player rolls both dice and advances his pilot totals of the two numbers thrown.

After starting his "pilot" on a flight, the player moves it, in turn, according to the number or numbers he throws on the dice.

6. OFF BEAM: A pilot stopping on a BLUE space, in the "beam" line, is "off beam," and must remain on the space until he throws a "3" in his regular turn. He may, however, use BOTH DICE in his turn when he is "off beam," and if he obtains a "3" with either one or total of two dice, he moves three spaces on his way.

Note: When two dice are rolled in an effort to make a 3, and the 3 shows on one die, the number on the second die is discarded and has no value.

If two or more pilots draw a flight on the same "beam," they may pass each other or two may stop on one space. After first player has completed his turn, the play goes round the board, to the player at his right, and so on, each playing in turn.

7. **TO WIN THE GAME:** When one player has completed five round trip flights (from a Home Port to a Foreign Port and return) the game is ended. The players count up the totals of the numbers on the Cargo Cards they have drawn, and the one having highest total **WINS THE GAME.**

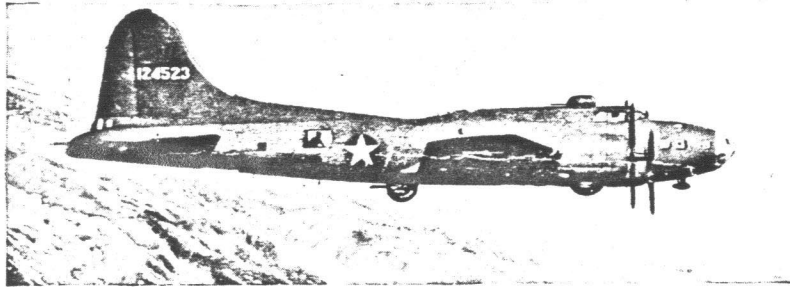
In counting score, count only **CARGO CARDS** for which a round trip flight has been completed—i. e.: If your pilot is en route on a flight when another player completes five round trip flights and stops the game, you don't count the Cargo for your unfinished flight.

NOTE: A player may make two or more round trips consecutively over the same route if the **PORT CARDS** drawn require that he duplicate a trip.

EXAMPLE: A player makes the flight from Palm Beach to Murmansk and return. He draws a new card for a new flight, and the card reads "Murmansk." He simply makes the flight to Murmansk again, or as many times as the cards drawn require it as the game progresses. All trips, long or short, have equal value in counting for the five to win a game.

The Boeing B-17F Flying Fortress

The Boeing Flying Fortress, called by Lieut. General H. H. Arnold "the backbone and guts of our world-wide air offensive" is the eighth in a series of world-famous giants of the skyways. Nothing was left undone by Boeing engineers, test-pilots, or workmen to make each successive model the absolute tops in aviation but the experience gained in the present war really was responsible for the perfection of the B-17 F. As a result of its experience in the blazing skies over Tunisia, in the icy breath of the Arctic, in the moist fog of the Pacific area, over 400 improvements make this newest Boeing Fortress readily adaptable to conditions all over the world. Truly, it is a global wonder.



"Queen of the Skies"

A Flying Fortress sails majestically over shimmering ice fields

Its amazing accomplishments in battle have so captured the imagination that they overshadow its just as inspiring peace time mission. When the last bullets clatter from its blazing machine guns, when its bomb-bay yawns for the last time, it will turn to its real work of the future. Its giant silver wings will lift it to the skyways of the world cementing the friendships of nations with the accomplishments of peace.

The Boeing Fortress is now in production by the Boeing, Douglas, and Vega companies—all normally competitors—but now pooling their entire production facilities in a superb demonstration of co-operation by American business in the all-out war effort.

Specifications of the Boeing B-17F:

Speed, more than 300 M. P. H.; *Altitude*, 35,000 plus; *Length*, 75 feet; *Wingspan*, 105 feet; *Flight Crew*, 7 to 9 men; *Motors*, 4 Wright Cyclone air-cooled, turbo-supercharged; *Firing Power*, 13 machine guns of various calibre.