

RULES FOR PLAYING DOG FIGHT

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SALEM, MASS. NEW YORK CHICAGO

FOR TWO OR MORE PLAYERS

INTRODUCTION

Dog Fight very closely approaches an actual combat between fighting planes, bombers, and anti-aircraft guns. The play takes place on a vertical board which allows the important consideration of altitude to become a part of the play. The planes against the sunset sky make a most realistic picture.

IDEA OF THE GAME

By making use of the allowable moves of the planes and of the spinner which controls "Hits" it is the purpose of each contestant to silence the anti-aircraft fire of his opponents and to disable and put out of play his opponent's aircraft. Players accomplish this by obtaining proper position with their planes and diving on or shooting down opponents and bombing anti-aircraft guns.

PREPARATION

Players should be seated **on the same side of a table**. The board is then removed from the box and set up in the slots of the 3 bases so that it is in a nearly vertical position with the picture side facing the players and the ground line at the base. Now, if two are playing each player takes **all the planes of one color and one anti-aircraft gun of the same color as his planes**. The spinner (indicator) is placed on the table to be used when needed.

Each player now inserts a wing of each of his five fighting planes (the small ones) in the five slots indicated by stars in his half of the board so that the planes are **facing his opponent's planes**. Now each player inserts his bomber (the large plane) in the slot in the **lowest row which is at the extreme edge on his side of the board**. His anti-aircraft gun should be placed on the table at his edge of the board. Play now begins.

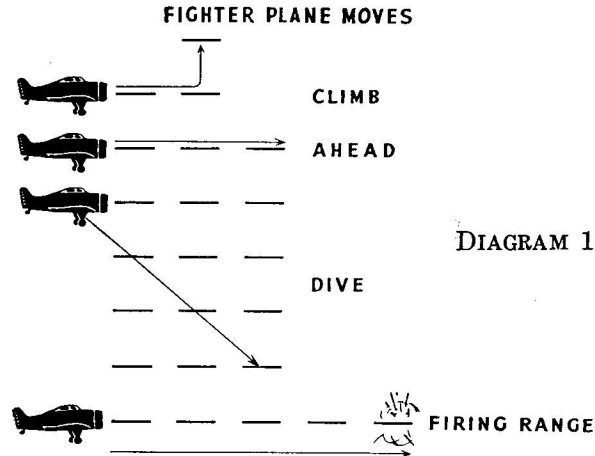
RULES OF PLAY

Black moves first, and then Red. Play then alternates throughout the game. The Flight Commanders may move any one plane, use machine gun fire, anti-aircraft fire or bomb to constitute a turn, but may do only one of these things on a single turn.

A FIGHTING PLANE may move as follows: (Diagram No. 1)

1. Climb—one or two slots ahead and one up.
2. Level—three slots ahead.
3. Dive—three slots diagonally down.
4. Reverse—**Remain in same slot** and reverse direction.
5. Fire—five slots **horizontally only** in the direction plane is facing.

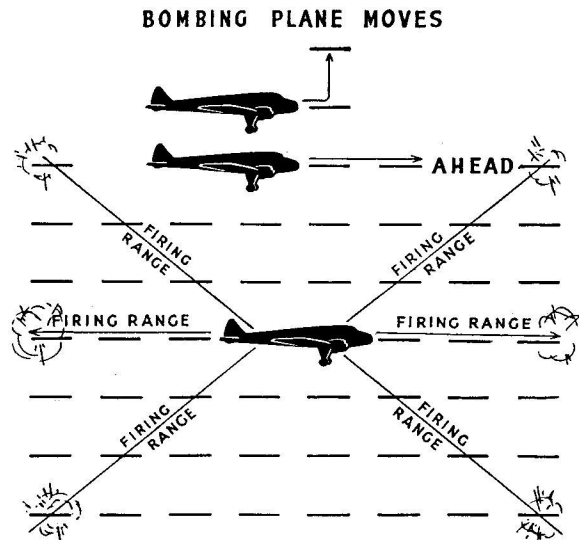
Special Rule: No fighting plane may fly higher than the top of the highest clouds illustrated on the board.



A BOMBING PLANE may move as follows: (Diagram No. 2)

1. Climb—one slot ahead and one up.
2. Level—two slots ahead.
3. Reverse—Remain in same slot and reverse direction.
4. Fire—three slots front or back, diagonally or horizontally **but not vertically** (directly up or down).
5. Bomb—anti-aircraft gun but only when bomber is in range.

SPECIAL RULE — BOMBER CANNOT DIVE



MACHINE GUN FIRE

Real fighting planes usually only fire directly ahead but bombers have flexible guns mounted and have greater coverage. So in this game **Fighters** may only fire **five slots straight ahead** but **Bombers** may fire **three spaces horizontally front or back** or **three spaces along any diagonal**. To fire, a plane (1) must get in firing range of another plane, as just described, on one turn. (2) Player must spin indicator **on next turn** if opponent's plane is still in range. If the arrow stops on **"Hit"** (a red space) the plane fired on is considered destroyed and is taken from the board and ruled out of the combat. If the arrow stops on a **red dot** the plane fired on is crippled and must **immediately** (regardless of turn) glide downward by continuing to move **two slots ahead and one down** in the direction it is headed until it passes from the board or lands. (See gliding below.) If no **red space or dot** is hit plane is unhurt and may continue to move, on following turns.

ANTI-AIRCRAFT FIRE

Anti-aircraft range is from vertical to diagonal and may reach to the top of the board. Anti-aircraft guns cannot cover the area from diagonal to horizontal. Exposed and safe areas are divided by a straight line drawn from each corner of the board. See diagram No. 3 below.

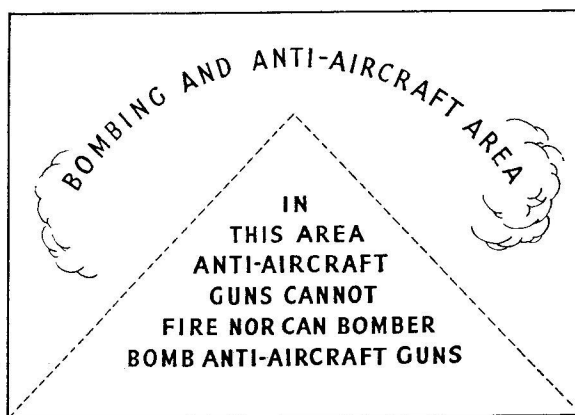


DIAGRAM 3

If an opponent's plane is in the zone of fire of a player's anti-aircraft gun (that is in a slot wholly outside the line) that player may elect to fire on it as one complete turn. To do this he spins the arrow on the "Fire Control" indicator **once** and if it **stops on a black space** the plane fired upon (bomber or fighter) is hit and is retired from the game. Otherwise no hit is made and the plane continues in the game. The **red dots** on the spinner are not used in anti-aircraft fire.

BOMBING

When a **bombing** plane (not a fighting plane) comes within range of his opponent's anti-aircraft gun the player may wish to bomb. He does this by spinning the arrow of the "fire control" indicator **once**. This completes his turn. If the arrow stops on a **black space** the bomb makes a hit and the

gun is silenced and **cannot fire during the remainder of the game**. Furthermore should the bomber reach the **extreme side** of the board over his opponent's gun, it is considered that the gun is hit and is out of the game. If not hit in either of these two ways, the gun remains active and may continue to fire on future turns.

GLIDING

After being crippled by machine gun fire (when the fire control arrow stops on a red dot) a plane must glide **two slots ahead** and **one down** in the direction it is heading until it lands or goes off the side of the board. **Should it go off** the side it is ruled out of the game. Should it land in its own territory between the center and its own edge of the board it may fly again on a following turn. Should it land in enemy territory it must remain there five turns before flying again and if an enemy fighting plane lands beside it in the next slot (on either side) anytime during those five turns it is considered captured and out of the game. Both **bombers** and **fighting planes** must **GLIDE** if crippled.

If at any time during a **GLIDE** the gliding plane should pass through a slot occupied by another plane (friend or enemy) **both planes are destroyed** and removed from the game.

DIVE

A fighting plane **stopping on, flying or diving** through the slot occupied by another fighting plane may claim that plane as shot down. **No plane may so attack a Bomber** or pass through a space occupied by a Bomber **except in a forced glide** when both planes are considered destroyed.

WINNING THE GAME

The **Winner** is the player who has a plane (or planes) left in action on the board after all opponent's planes have been shot down, **regardless** of whether anti-aircraft guns remain in action or not. Should one player have only a bomber left in action and the other one or more fighting planes, **the player with the fighting planes wins**.

REMEMBER

Moving or reversing a plane, machine gun fire, anti-aircraft fire and bombing **each** constitutes one full turn. **No two of these things can be done on one turn**.

Fighting planes cannot fly higher than the top line of the clouds. Bombers can, so that if a Bomber can make this altitude and move just above it is safe (except from anti-aircraft fire) and becomes a threat to fighting planes below. Bombers may bomb and be shot down by anti-aircraft guns only above the diagonal line on their opponents half of the board.

Questions on DOG FIGHT will be gladly answered if three-cent stamp is enclosed. Address PARKER BROTHERS, INC., SALEM, MASSACHUSETTS.