

Rules

FOR PLAYING ★ ★ ★ ★ ★

Dive Bomber

A game for 2 to 4 players

Each player spins the arrow to determine the playing order. The high man plays first. Players advance the number of spaces indicated by the spinner always following the order of the numbered squares. If a player lands on a square with antiaircraft guns shooting, he must follow the path to their objective which is one of the higher squares. If a player lands on a space with a bomb

corresponding in color to the color spun moves his plane ahead one space. The game continues with the aviator whose color is spun moving his marker. If the arrow stops on orange, the aviator who has advanced the farthest goes back one space. If purple is spun, the aviator who has advanced the least number of spaces goes forward one space. If two aviators are tied for first or last place when orange or purple is spun, neither move. The first aviator to reach the center circle is winner of the dogfight.

Parachute Squad

A game for 2 to 4 players

Each player is a parachutist. He places his marker on one of the colored corners of the

going down, he must follow its path downward. If one player lands on a square occupied by another player, the player already there must go back three spaces. The first player to reach the highest numbered square by an even count wins the game.

Eagle Squadron

A game for 2 to 4 players

Each aviator chooses a fighting ship—the Red Eagle Fighter, the Blue Falcon Bomber, the Green Hawk Pursuit Plane, or the Yellow Vulture Diver—and places his marker on that starting place. All aviators spin the arrow. The one having the highest number spins throughout the game. The arrow is again spun. The aviator having the path

playing board. All the parachutists then spin the arrow in turn, the high man plays first. He spins the arrow and moves the indicated number of spaces to the right. Each player plays in turn always moving to the right. In order to land safely and capture the objective, a parachutist must go completely around the course and land at his starting place. He may land on his starting place only by spinning the exact number of spaces remaining. If he passes this point, he must continue around the track and attempt to land on his starting point the next time around. A player must move the number of spaces indicated by the arrow every time he spins. The first parachutist to land on his starting space, captures the objective and is winner of the game.