

RULES for PLAYING AVIATIONGAME - Continued

The winner of the last trick shall now draw another side card, as outlined above, place it, face down, on the table and then lead, the others following in the usual order. This procedure is followed in each succeeding trick until the eleven tricks, which comprise the individual flight, have been played.

At the end of the flight, the fact as to whether the guarantor has made the number of miles his team bid shall be determined simply by the number of tricks above five which that team has taken—the "Gain" and "Loss" cards they hold not entering into the question. If the bidding team has flown the number of miles it guaranteed, it is credited with this number of miles, plus or minus, as the case may be, the net value of its "Gain" and "Loss" cards. The opponent team simply gets the net value of the "Gain" and "Loss" cards it possesses. If the bidding team did not fly the guaranteed number of miles, such team shall be penalized with the guaranteed distance, plus or minus the net value of its "Gain" and "Loss" cards. The opponent team, on the other hand, shall be credited with the full trump value of the number of tricks taken above five, plus or minus the net value of its "Gain" and "Loss" cards.

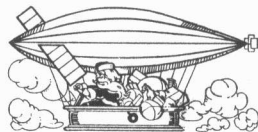
If any team shall win all the tricks of the flight and, in so doing, incurs no penalties, that team shall receive an additional credit of five hundred miles above all others gained during the flight. This shall be known as "Perfect Flight."

Play shall be continued until one team has flown two thousand miles, when such team shall be declared the winner of the Meet. If the full distance is covered in the midst of a flight, play shall be continued in the usual manner until all suit cards have been used and the individual flight finished. In this case, the net value shall determine.

Should six persons desire to play, three shall comprise a team rather than two, the members of each team being seated alternately. Conditions of play are the same as obtain for four persons, except the bidder shall base his estimate on tricks taken above three rather than five. The four suit cards which are not dealt go to the successful bidder and he shall discard an equivalent number before beginning play.

RULES FOR PLAYING AVIATIONGAME

*Something New in The Way of
Aviation*



THE AVIATION GAME CO
Corbett & DeCoursey Co.
Sole Distributors
PITTSBURGH, PA

Rules for Playing Aviationgame

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THE GAME contemplates being played by four persons, each directly opposite pair constituting a team.

As suit cards, forty-four cards, comprised of cards numbered one to eleven inclusive of each type of craft are used, and, in addition, two other cards, "A" and "B"—which are the two highest cards in any type of aircraft, "A" always being a higher card than "B." In the suit cards proper the highest number always governs.

In addition to the suit cards, twenty-one side cards, known as "Gain," "Loss" or "No Count," are used, but these are kept separate from the suit cards and serve their purpose in each individual trick as described later.

Prior to beginning the flight the Aviators shall draw for partners from the suit cards, the participants being seated in the order of the numbers drawn regardless of suit—the teams being thus selected. If cards of the same number or "A" or "B" are drawn, the persons drawing these cards shall select other cards and, if suit cards, must be governed as to position by the numbers appearing thereon.

The teams having been thus selected, the Aviator drawing the highest number, shall thoroughly shuffle and deal the suit cards, including "A" and "B," one card to each participant, beginning from left to right. The two cards which remain shall be placed face down in the center of the table where they shall remain until they become the possession of the highest bidder. The team-mate of the dealer shall be the custodian of the "Gain," "Loss" or "No Count" cards, which, after shuffling, are kept, face down, on the table so that their individual values may be unknown to all.

The Aviator at the left of the dealer shall have the privilege of first make—that is, he shall have the opportunity to name the number of miles he will attempt to fly and the type of aircraft he intends to use. In basing his bid, he may consider that

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every trick above five in the various suits shall count as follows:—

Balloon	100 Miles	Biplane	300 Miles
Dirigible	200 Miles	Monoplane	400 Miles

If the Aviator decides to attempt a flight he shall make his bid, but if he does not wish to make the attempt, he shall simply state "No Flight" and the opportunity to bid shall pass to the left around the table until all participants have been given the chance to name the greatest mileage. In case two participants bid the same mileage, the first bidder shall have preference. The highest bidder having named the type of aircraft to be used, which type shall become trump, now takes up the two cards in the center of the table and may retain or discard them, or any other two cards, so that, prior to beginning the flight, he shall have but eleven cards in his possession. If no Aviator wishes to bid, the cards shall again be shuffled and dealt by the Aviator at the left of the previous dealer.

The high bidder in this flight (and the leader in succeeding tricks) shall then select any one of the "Gain," "Loss" or "No Count" cards which he shall place, face down, in the center of the table, its value being unknown to all until the winner of the individual trick is determined. The successful bidder now leads from any suit, the other Aviators following from left to right and using cards denoting the same kind of aircraft unless they are out of this type, when they may use the trump type or discard at their discretion. The card of the type led bearing the highest number shall take the trick unless trump cards are played, in which event the trump cards shall win, dependent on their individual values. If any Aviator is out of suit trump cards, but possesses "A" or "B," and trumps are led, "A" or "B," being trump cards, must be played. A lead of either "A" or "B" shall always call for trumps, if possessed, otherwise a discard is allowed. After the four cards of the trick have been played, the side card, which till this time has remained face down on the table, is turned up and becomes the possession of the winner of that trick.