

# **How to Play** **SQUADRON INSIGNIA**

**3 to 6 Players**

In this game there are 17 pairs of cards and one odd card, the ENEMY. The two cards of a pair have the same insignia and numbers.

Shuffle the cards and deal one at a time, until they are all distributed.

Then each player picks up his cards, matches as many pairs as possible and lays them face up in front of him on the table.

The dealer plays first by drawing one card from his right hand neighbor, and if possible, matches another pair. Then the player from whose hand the card has been drawn, in turn draws a card from the player on his right, also trying to match another pair. Thus the play continues until all pairs have been matched.

The player left with the black airplane card in his hand is the ENEMY.

Add up your score from table below. Player holding ENEMY card deducts 50 planes from his total. Player with greatest number of enemy planes wins.

- 1 pair Bombing Squadron = 65 Enemy Planes
- 1 pair Torpedo Squadron = 50 Enemy Planes
- 1 pair Scouting Squadron = 25 Enemy Planes
- 1 pair Fighting Squadron = 10 Enemy Planes

**E. E. FAIRCHILD CORPORATION**  
**ROCHESTER, N. Y., U. S. A.**

