ANOTHER NEW AVIATION GAME

FLYING FUN

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Former Ensign Naval Aviator
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4th Printing

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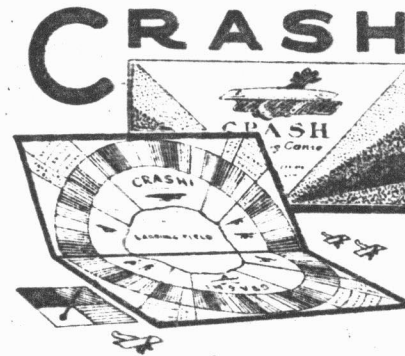
For older players and clever young people.

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At your dealer's or direct from

PAUL K. GUILLOW
NuCraft Toys
WAKEFIELD, MASS

Rules For Playing Crash

THE BOYS'
FAVORITE
AT THE
AVIATION
SHOW

Copyright 1928, by Paul K. Guillow, former Ensign Naval Aviator,
U. S. N. R. F. (A).   Author of the Lindy Flying Game*

The boys like "Crash" because it is snappy and exciting.   As they speed around the course in their airplanes, they have a chance to put their opponents' planes out of the game by catching them off their color; and yet they know, too, that they must be skillful pilots, or else they will lose their own planes.

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5 Games	12 Metal Airplanes
For 2, 3 or 4 Players	Simple, Yet Scientific

Manufactured only by

PAUL K. GUILLOW
NuCraft Toys
Wakefield, Mass.

*Parker Brothers have purchased the rights to the Lindy game.

For an extra set of airplanes and two spinners send 25c to Nucraft Toys, Wakefield, Mass.

Crash Rules

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"Crash" is of interest to all who like board games. The board on which the "Crash" games are played comprises four starting places of different colors, a circular course subdivided into blocks of the same colors, and four approaches to the landing field in the center of the board. The game is played with tiny airplanes of the various colors, each player having three planes of one color. The moves are indicated by means of a spinner. Two, three, or four persons may participate in the games.

I. PASS CRASH

Each player selects three airplanes of the same color and places them in the airport of that color—2 in the "Hangars" and 1 on the "Take-Off Field."

Example. A chooses the red planes and puts two of them in the red "Hangars" and one on the red "Take-off Field."

The players in turn, spin and move to the color they spin.

Example. A (red) spins blue and moves from the red "Take-off Field" to the blue space in front of it. Then B (yellow) spins green and moves his plane from the yellow "Take-off Field" to the nearest green space to the right (2 spaces).

A plane is not in play until it enters the circular course. A player can start and play his other planes any time he chooses.

Once started, the player moves his planes around the course counter-clockwise (to the right) going in general to the nearest block of the color that he spins. If a player spins the color that his plane is on, he can take a double jump.

Example. A, with a plane on blue, and two others at his red airport, spins blue. He can take a double jump (8 spaces to the right) with the plane on blue or else he can move either one of his other planes to the blue space in front of his "Take-off Field."

If the player spins his own color, he gets an extra turn.

Example. A (red) spins red and moves one of his planes to the right to the nearest red space. He spins green on his extra turn and moves one of his planes to the right to the nearest green space.

A player is always free to fly over his opponent, even if the latter should have all of his planes on one space. He puts out of the game any opposing airplanes that he flies over, if the airplanes are not on their own color.

Example. A (red) has a plane on red, and B (yellow) has a plane on green 2 spaces in front of A. When A spins blue. A flies over B's plane to blue, and puts B's plane out of the game. If B had been on his own color (yellow), he would not have lost his plane.

A crash occurs when airplanes of different colors meet on one block, and unless one of the airplanes is on its own color, they are both out of the game.

Example. A (red) meets B (yellow) on a green block. Both airplanes are out of the game. If, however, A meets B on yellow, B is safe on his own color and A's plane is out of the game.

Each plane's flight begins at the space in front of his "Take Off Field" and ends, unless a crash occurs, on the block of opposite color (the one with the arrow pointing to Approach) to the left of his starting place. After reaching this block of opposite color, the player enters "Approach" by spinning his own color, and then gets to the "Landing Field" by spinning his color again.

Example. A (red) with a plane on the yellow space in front of his red "Hangars," must spin (1) green to complete his course, then (2) red to get on "Approach," and (3) red again to reach the "Landing Field."

If a player spins a color that would take him beyond the end of his course, he loses his turn unless he has another plane that he can move.

Example. If A had spun blue instead of green, he could not have moved the plane from the yellow space in front of his hangars, because it would have taken him beyond green, the end of his course. However, he could have moved one of his other planes to blue.

The first player to get a plane onto the "Landing Field" wins the game.

II. CRASH

Regular "Crash" differs from the preceding game in that the object of the game is to get one's three airplanes around the course and safely onto the landing field ahead of one's opponent or opponents. Thus in this game, when a "Crash" occurs, the airplanes are returned to their airport and must start their flight anew. A player can not damage his opponents in this game by flying over their airplanes.

To begin with, the player places three airplanes of his chosen color at the airport of that color—2 in the "Hangars" and 1 on the "Take-Off Field." In order to start playing, he spins and moves to the color he spins. In general, a player spins once for each turn and moves accordingly; but whenever he is lucky enough to spin his own color, the player gets an extra turn. Once started, the player moves his airplane around the board counter-clockwise, going in general to the nearest block of the color that he spins. If a player spins the color on which he has a plane, he moves to the second block of that color instead of to the next one. A player is always free to start and move his other planes any time he chooses.

When two or more planes of different colors meet on a block, a crash occurs, and usually the planes of both colors return to their respective hangars. A plane is always safe on its own color; if a crash occurs, only the plane or planes of the other color will have to return to their hangars.

After making a complete circuit of the course, each plane comes into position on a block of opposite color between its hangars and its approach to the landing field. The player must spin his color in order to move onto the "Approach" of his color and then spins his color again to get onto the "Landing Field" itself.

The player who first gets his three planes onto the "Landing Field" wins the game.

III. SPEED CRASH

In "Speed Crash," although each player has three planes as in regular "Crash," the object of the game is to get only one plane onto the landing field, and whichever player first succeeds in doing this, wins the game.

The rules are the same as for "Crash" with this important exception: whenever a crash occurs, the plane or planes which are off their color, are out of the game. It is still true, as in "Crash," that when a plane on a block of its own color is involved in a crash, that plane is safe and does not have to return to the hangar. Thus, if a red plane and a blue plane meet on a blue space, the red plane is out of the game, whereas the blue continues in play. On the other hand, if a red plane and a blue plane meet on a green space, both are out of the game.

A player can not damage his opponents in this game by flying over them.

IV. AIR DERBY CRASH

Each player selects a plane and puts it on the "Take-Off Field" of the same color. Only one player can start from each "Take-Off Field." The first player starts the game by spinning once. All the players then move to the nearest block of the color that he spins. The players move around the course counter-clockwise. Play continues with each player in turn spinning once and all the players moving to the color he spins. The player who spins his own color gets an extra spin. If a player spins the color that the planes are on, the players take a double jump. To complete its flight, each plane must come into position on the block of opposite color between its airport and the approach of its color. The player can not move if the color spun would take him beyond the end of his course. The player enters his Approach when his color is spun, and the Landing Field when his color is spun again. The first player to reach the Landing Field wins.

V. KIDDIE CRASH

"Kiddie Crash" is a simplified form of regular "Crash" in which only one plane is allowed to a player and in which there are no double jumps.

Four planes, one of each color, are used in "Kiddie Crash." Each player selects a plane and puts in on the Take-Off Field of that color. The players in turn spin and move to the color they spin. If they spin their own color they get an extra turn. If two planes meet on one space a "crash" occurs, and the plane not on its own color returns to the Take-Off Field and starts again. The winner is the first player to fly around the course and land.