

Bolling Field to Callender Field, then in the same manner and order on the THIRD HOP to Municipal, then Woodward, then Chicago and FINALLY back to Roosevelt.

The flier who FIRST succeeds in landing the GREATEST NUMBER of his Planes back at Roosevelt Field WINS THE GAME.

A few Examples . . . Should two or even more fliers carry ALL FOUR of their Planes over the entire course the FIRST landing at Roosevelt Field with his FOURTH Plane WINS.

Should a flier land THREE Planes and another finish behind that flier with FOUR Planes the latter WINS.

Should any number of fliers finish with TWO Planes and another flier although the last to finish bring in THREE Planes the latter WINS.

Should all fliers but one finish with ONE Plane and that one flier come in later with TWO Planes this player WINS.

Should all fliers be reduced in the course of the game to ONE Plane each, the FIRST flier successfully landing at Roosevelt Field with his SINGLE Plane WINS.

PLANES MUST NEVER BE TOUCHED WITH THE HANDS when in play, except . . . in the event of a "Forced Landing" when they are picked up by the flier dropping them to prevent possible loss or breakage OR when an opposing flier may remove one from any Flying Field because it has not been landed clearly within the Black boundary lines of another flier's landing color space.

It is poor flying sportsmanship for any flier to jostle or attempt in anyway to cause an opponent to drop a Plane he may be carrying.

Much interest may be added to the game by a non-playing spectator being appointed as UMPIRE whose duty it is to Start the Game by calling "HOP".

To decide whether fliers' Planes are clearly landed inside the Black boundary lines on each Landing Field of their respective colors and remove them from the game if they are not.

To judge as to intent in jostling or any unfair interference by any flier with any opponent in an attempt to cause him to lose the Plane he may be carrying, and as a PENALTY to take ONE of the guilty flier's Planes which in that game cannot again be used.

And FINALLY to declare the WINNER.

DIRECTIONS FOR PLAYING



REG. U. S. PATENT OFFICE

THE MAGNETIC FLYING GAME

FOR TWO, THREE OR FOUR PLAYERS

DESCRIPTION

An entirely new principle in Aviation Games in which colored boards representing Six of the leading Flying Fields from coast to coast of the United States are placed on chairs or other convenient furniture about a room and the contesting players or FLIERS, as they will be henceforth called, ALL TAKING PART AT ONCE lift their Planes with Magnets and endeavor to carry and land them from one Field to another.

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The Game is supplied with SIX FLYING FIELDS in the following order of practical flying distances and play:

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|------|----|-----------|--------------------|-----------------|-------|
| FROM | 1. | ROOSEVELT | Flying Field, | New York, | N. Y. |
| To | 2. | BOLLING | " " | Washington, | D. C. |
| To | 3. | CALLENDER | " " | New Orleans, | La. |
| To | 4. | MUNICIPAL | " " | Oakland, | Cal. |
| To | 5. | WOODWARD | " " | Salt Lake City, | Utah. |
| To | 6. | CHICAGO | Municipal Airport, | Chicago, | Ill. |

ROOSEVELT FIELD has an entirely Solid Green background and is used ONLY as the Field from which ALL of the PLANES are STARTED and also as the Field or ultimate Goal where ALL PLANES shall FINALLY LAND and End the Game.

All of the Other Five Fields are each divided into FOUR COLORED SQUARE SECTIONS, Red, Yellow, Blue and Green and all colors separated by heavy broad lines in Black.

There are also FOUR POLES to which MAGNETS are strung and SIXTEEN METAL PLANES of FOUR EACH of FOUR COLORS, Red, Yellow, Blue and Green and in duplicate of those colors of the Fields.

Attached to Each Plane is a Steel Eyelet which is the only point of contact on the Plane to which the Magnet will attract so that the Plane may be lifted into the air and carried about the room.

To Prepare to Begin the Game—First select as large a room as possible or two well opened adjoining rooms if practical as this will give the contesting fliers more area in which to move about and increased distances over which their Planes may be carried, and which will add much to the fun and excitement of the game.

To Arrange the Flying Fields—First place the card representing ROOSEVELT Field on a table, chair or any other piece of furniture preferably not over 30 inches high and as near as possible to the Center of the Playing Area of the room as illustrated by the colored label on the cover of the box.

The Other Five Fields are then placed on chairs or other pieces of furniture preferably not over 30 inches high around the walls of the room, as far removed as possible from Roosevelt Field and also from each other and in their respective order as previously specified as—ALL FLIGHTS by ALL FLIERS **must be made in that order**. FIRST leaving Roosevelt Field, New York, to land at Bolling, Washington . . . then to Callender, New Orleans . . . then to Municipal, Oakland . . . then to Woodward, Salt Lake . . . then to Chicago Airport, Chicago . . . and FINALLY back to Roosevelt.

After the Fields have been placed in their respective positions about the room EACH FLIER selects FOUR PLANES of ONE COLOR as the only Planes with which he is permitted to play. He then places them ALL with the **Heavy Part of the Eyelet Uppermost** on Roosevelt Field in such a position that no Plane is resting on any other Plane, either his own or any of his opponents.

When Four Fliers take part (which is the number to play if possible as it will add much to the excitement of the game) ALL SIXTEEN PLANES are used . . . when Three play use Twelve Planes . . . and when Two play Eight.

Duplicate colors of the fliers' Planes as shown by the FOUR COLORED SQUARE SECTIONS of EACH Landing Field (except Roosevelt Field) are the spaces on which **each flier must land his Planes**.

FOR EXAMPLE—The flier who has selected the RED PLANES **must ALWAYS** land them on the RED SECTIONS of EACH Landing Field, the BLUE PLANES on the BLUE SECTIONS, etc., and the landing must ALWAYS be clearly inside the Black Border lines surrounding each of the Four Colors on all Fields.

BECAUSE—In case any flier's Plane should in the haste of play be carelessly landed so that **any part of it** rests on any of the Black Border color it can be disqualified by ANY of the other fliers, when it shall be removed from the Field by the flier objecting to the landing and cannot be used again during that game.

The Idea of the Game—is a race over the course or around the country between the contesting fliers in which they lift their Planes with the Magnets and carry them **ONE at a time** about the room in an endeavor to land ALL or as many as possible at EACH FIELD and on to the **square or section of their color in the order of flight** as previously explained.

Each flier now takes one of the Poles, grasping it at the extreme end in one hand, with the magnet hanging free, and the game is ready to begin.

All now stand around Roosevelt Field and at the signal "HOP" given by one of the fliers, lower their Magnets over a Plane of their own particular color until it comes in contact with the Steel Eyelet . . . then lift the Plane into the air . . . carry it across the room . . . and deposit it on the Square of their color for the FIRST HOP with the FIRST PLANE of their flight to Bolling Field. The Fliers **then return** to Roosevelt Field for their Second Plane and land that likewise at Bolling Field . . . then return as before for their Third and Fourth Planes.

IF HOWEVER **at any time** in their haste in carrying a Plane it accidentally becomes detached from the Magnet and FALLS, that Plane has made a "FORCED LANDING" between Fields and is immediately picked up by the flier's free hand and is OUT OF THE GAME. In case a Second or a Third Plane is dropped in a like manner they are also picked up and are OUT OF THE GAME as well. Should a flier LOSE his FOURTH PLANE then **that flier** has shown himself "A Poor Pilot" and is OUT OF THE GAME.

After All Four Planes of any flier, **or as many of these four Planes not having made a "Forced Landing"** by being dropped (and hence out of the game) have been successfully landed at Bolling Field their play immediately continues in the same manner on the SECOND HOP from