

Rules for FLYING THE BEAM



A Game by Captain William J. Chapman

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BRIEF IDEA OF THE GAME

This game, designed by Captain William J. Chapman, an army pilot, is based on actual blind flying conditions. "Flying the Beam," the pilot hears a steady radio buzz when he is on his true course. This is represented by the center or "On Course" lane of each leg of the beam. If he flies to one side of his "On Course," he hears the code letter "A" (· —); if to the other, the letter "N" (— ·). When close in to the "On Course," the pilot will hear the letter "N" on one side and "A" on the other side superimposed on the "On Course" signal. These are the "Twilight" zones or lanes. If the pilot has proceeded down the leg and is in the "On Course" zone, he will get a definite fade-out of radio signals directly over the radio sending station. This is the "Cone of Silence" and definitely locates the pilot, as the radio beam station is close to the airport.

RULES

1. **THE OBJECT OF THE GAME** is to land safely at the **AIRPORT**. The first player to do so wins the game.
2. **TO BEGIN THE GAME** each player selects one of the four legs of the radio beam. Then each player in turn spins the indicator and reads the outside space where the arrow stops. He then places the two front wheels of his ship **on the first space** on his beam in the lane indicated, that is, the "On Course" lane, the "A" lane, or the "N" lane.
3. **PLAY** — After all planes are in position, each player in turn spins the indicator and moves his plane the number of spaces indicated toward the "Cone of Silence," in the circle in the center of the board. The player then reads the directions on the space newly occupied and acts accordingly, moving into, or out of, the central "On Course" lane in accordance with the **direction of the arrows**, and moving into the "Lost Circle" whenever "Lost Circle" is mentioned.
4. If the space stopped on contains no instructions, the player continues on in the same lane on his next turn. Red lettering usually indicates "Go into Lost Circle." Green lettering usually indicates "Go into **ON COURSE.**"
5. If "Cone of Silence" is safely reached, whether by exact spin or not, the player then proceeds on the final approach into "Landing Circle," using up count left on that turn after moving into the "Cone of Silence."
6. **At first stop** in "Cone of Silence" or final approach leg to "Landing Circle," the player **before he moves again** must call "Control Tower" for **Landing Runway Number**. **This he does by spinning the indicator.** The number indicated (except Number Six) is the number of the runway assigned. **IF THE NUMBER SIX IS INDICATED, ANY RUNWAY MAY BE LANDED ON.**
7. A player when on the "Landing Circle" has the privilege of calling "Control Tower" before any following move in order to obtain a more advantageous runway. Note, however, that **this sacrifices a move** and the player must await his next turn before spinning again.
8. A player may not land until he has stopped **by exact count** on the runway last assigned by the "Control Tower," and the first player doing so moves directly to the **AIRPORT** and **WINS THE GAME.**

Note: Players should change beams after each game for greater interest in play.

Questions on the play of "FLYING THE BEAM" will be gladly answered if a three cent stamp is enclosed. Address PARKER BROTHERS, INC., SALEM, MASS.