

fun trying to pilot your plane to a happy and safe landing. It's even fun to "crack up" on the hazards and lose points!

Another good variation of this game is called "Blind Flying." This game is played the same as Happy Landing, except that players wear a blindfold when shooting the marker. This may be compared to a pilot flying his plane blindly through fog, or at night, when he has no landmarks to guide him.

In this game the sense of direction is extremely important. After the player places his shooter about 12 inches from the landing field, and has adjusted his marker on the shooter, he places a blindfold about his eyes. He must then be able to gauge the distance to the landing field accurately in spite of the fact that he is unable to see. In this game, all points indicated on the flying field for good landings are doubled when the player's marker lands in those areas. In other words, the player is entitled to 50 points if his marker lands in the cup for a Happy Landing, etc. No penalty, however, results in the marker failing to land on the landing field, nor is the player penalized in the event that the marker bounces out of the box. The penalty scores remain exactly the same as in the game of Happy Landing.

Here is a game to test your skill and nerve. Play it for fun and thrills galore!

A "Gold Medal" game      Manufactured by  
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Happy Landing is an exciting, thrilling game that requires skill and practice. The game will provide many hours of fun for every member of the family. The game is based on the principle of an airplane trying to land safely on a landing field. This is called a Happy Landing.

————— RULES —————

The game of Happy Landing may be played by two or four players. There are four different colored shooters and four different colored markers. The players are divided into two teams. Each team has one shooter and one marker. The shooter is placed on the landing field and the marker is placed on the flying field. The shooter is then fired and the marker is propelled into the flying field. The player whose marker lands in the cup for a Happy Landing is awarded 50 points. If the marker lands in any other area, the player is awarded the number of points indicated on the flying field. If the marker lands on the hazards, the player is awarded no points. If the marker bounces out of the box, the player is awarded no points. The player whose marker lands in the cup for a Happy Landing is awarded 50 points. The player whose marker lands in any other area is awarded the number of points indicated on the flying field. The player whose marker lands on the hazards is awarded no points. The player whose marker bounces out of the box is awarded no points. The player whose marker lands in the cup for a Happy Landing is awarded 50 points. The player whose marker lands in any other area is awarded the number of points indicated on the flying field. The player whose marker lands on the hazards is awarded no points. The player whose marker bounces out of the box is awarded no points.

**HAPPY  
LANDING**

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## RULES FOR PLAYING HAPPY LANDING

Happy Landing is an exciting, thrilling game that requires skill and practice. The game will provide many happy hours for every member of the family. The game is based on the principle of an airplane trying to land safely without "cracking up." This is called a Happy Landing.

The game of Happy Landing may be played by two to four players. There are four different colored shooters, each for a different player. Each player receives three wooden markers, or airplanes, of the same color as his shooter. The purpose of this is to enable the players to identify the markers which have landed on the playing field. No marker that has landed on the playing field should be touched until all the markers of the various players have been propelled onto the playing field. The reason for this is that it will frequently happen that where a marker of one player has landed on a good spot so far as scoring purposes are concerned, a marker propelled by another player may dislodge that marker and therefore lower the score of the opposing player.

The players are now ready to begin their flight. Each player should place his shooter or propellor about 12 inches from the box or landing field. All players should place their shooter in the same spot. It is best to draw a line about 12 inches from the box, from which the players will propel their markers to the landing field. A marker is placed on the end of the shooter which touches the table. The player then strikes the other end of the shooter with his forefinger. In this manner, he catapults the marker onto the landing field. Each player shoots one marker at a time. After all the players have shot their markers one at a time, the score, is added up for

each player. The highest number of points that can be obtained for one marker is 25 provided, that the marker lands in the cup and remains there. This is called a Happy Landing. A safe landing in the area indicated near the cup is counted for 15 points. A landing on the hangar gives the player 10 points. Scattered around the field are various hazards. Should the marker of any player land on any of these hazards, the player loses the number of points indicated by the hazard on the landing field. If the marker lands in any area which is not marked either for a gain or loss of points, the player retrieves the marker and is entitled to another try. The first player who gets 500 points is the winner.

If a player lands all three of his markers into the cup for a Happy Landing on each try, that player is entitled to an additional bonus of 50 points in addition to the 75 points to which he is entitled for landing 3 markers in the cup. If a player undershoots, or overshoots the box, and fails to strike the landing field with one of his markers, such player does not receive any points for that round. If, however, a player lands on the landing field and then the marker bounces out of the box, that player will only receive credit for markers which have landed on scoring points other than Happy Landing. In any event, markers which have landed on hazards are always deducted from the score of the player. In order for a player to receive credit for points scored, the marker must be inside the scoring area. If the marker touches the outside line of the scoring area, the player receives no score for that marker. If, however, a marker is not directly within the line of the hazard area, which results in a deduction of points, the player is nevertheless charged with the loss of points indicated by that hazard.

Happy Landing is a fast and thrilling game which requires lots of practice and skill. You will have lots of