

Aerial Attack
Anon

**A REALISTIC WAR GAME WITH EXPLICIT INSTRUCTIONS AS FOLLOWS
AERIAL ATTACK — FIGHTING THE ENEMY**

Before starting to play all War Bonds are centered on table.

- Area Marked No. 2—Enemy planes are approaching in surprise attack. Spin again, hurry up, take cover.
- Area Marked No. 4—You have turned on the sirens very promptly, and are awarded one war bond for your alertness.
- Area Marked No. 9—Our interceptive squadrons are searching for the enemy. Spin again.
- Area Marked No. 14—Dog fight between the two squadrons is on. Do not take a turn at spinning for the next two rounds.
- Area Marked No. 20—One of your fighters has shot down one enemy plane. Therefore advance to No. 28. At the same time, you are rewarded with 2 war bonds.
- Area Marked No. 27—An enemy flyer bailed out, and you are rewarded with one war bond for capturing him.
- Area Marked No. 36—You were forced to land due to violent thunder storms. Return to No. 18.
- Area Marked No. 40—Enemy plane was trapped by balloon barrage. Start again on No. 1.
- Area Marked No. 47—Two planes have collided in mid-air. Do not spin for the next two rounds.
- Area Marked No. 53—You were forced to flee. Return to No. 26.
- Area Marked No. 60—One of our victorious planes returns to the airdrome and gets one war bond reward.
- Area Marked No. 62—Incendiary bombs have fallen on your home. You receive a war bond to enable you to pay your doctor expenses.
- Area Marked No. 64—Fire in home was extinguished with sand—reward one war bond.
- Area Marked No. 70—Air raid warden turns out the street lights and then advances to No. 72.
- Area Marked No. 73—You are fined for being a curious street spectator during a raid. You are not to spin for the next two rounds.
- Area Marked No. 80—Your aeroplane has been hit by anti-aircraft gunfire, and is falling down. Therefore, you are out of the game.
- Area Marked No. 84—Spin again, as you reached the bomb shelter very quickly.
- Area Marked No. 88—You did not black-out your lights and are therefore jailed and are not to spin for the next two rounds.
- Area Marked No. 89—Emergency squads in asbestos suits arrived in time. Reward one war bond, and advance to No. 90.
- Area Marked No. 90—Our squadron was successful in chasing the enemy, and you, landing first, are to be decorated with a gold badge.

(You are declared the winner of the Game).