

must give the name and nationality of the plane when he lays it down, and must forfeit his next turn if he fails to do so.

The three KEEP 'EM FLYING cards and the VICTORY card are wild and may be used in place of any missing card when forming sets. A player having the card for which a wild card has been used may place that card in his opponent's set and take the wild card to use in forming his sets of cards. A player may use a wild card as a fourth card in a set but only on the turn when he goes out.

Sets of fighter planes may shoot down sets of enemy bombers, as follows: At the time a player lays down a set of American, British, or Russian fighters, he looks at the cards his opponents have laid down. If any of these are German, Italian, or Japanese bombers, they may be shot down. The player with the fighters keeps the two sets of cards face down, next to him, to add to his score at the end of the round. Axis fighters may shoot down United Nations bombers the same way.

The round is ended when one of the players has laid down or discarded all his cards.

METHOD OF SCORING • At the end of the round each player scores 10 points for each bomber and 5 points for each fighter he has laid down and subtracts the same number of points for each of the cards remaining in his hand. A KEEP 'EM FLYING card counts the same as the card for which it was substituted; the VICTORY card doubles the score of the set in which it is used unless it is played on the last

(Continued on Card 2)

SQUADRON SCRAMBLE

CARD GAME No. 2

Instructions

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This game may be played by 2, 3, or 4 players. The game consists of a deck of 52 cards, including 3 cards each for 16 different types of American, British, Russian, German, Italian, and Japanese military planes, 3 KEEP 'EM FLYING cards, and 1 VICTORY card. On each of the picture cards is reproduced an authentic scale drawing of a military plane. The names of the bombers are printed in red and the names of the fighters in blue.

METHOD OF PLAY • The dealer shuffles and deals 7 cards, face down, to each player. The remainder of the deck is placed face down in the center of the table, the top card being turned up to form a discard pile. The player to the left of the dealer starts the game by drawing and discarding a card. He may draw from either the drawing or discard pile. A player may take any card in the discard pile but must always take all the cards on top of it.

The object of the game is to lay down complete sets of 3 cards—such as the top, side, and front views of the Lockheed P-38. Complete sets of cards may be laid down only during a player's turn and a card must be discarded unless the player is going out of the game. The player

(Continued on other side)

CARD 2

turn in which case it doubles the score of all cards which the player has laid down. If a player holds a KEEP 'EM FLYING card in his hand at the end of the round, 10 points must be subtracted from his score. If he holds the VICTORY card, 15 points must be subtracted. The first player to get 250 points wins the game.

NOTE • The illustrations used on these cards are authentic silhouette drawings of military planes and may be used in identifying and learning to recognize planes of the United Nations and their enemies.

AN AUTHORIZED AIR YOUTH GAME APPROVED BY THE NATIONAL AERONAUTIC ASSOCIATION

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Racine, Wisconsin



AMERICAN



RUSSIAN



BRITISH



JAPANESE



GERMAN



ITALIAN