

# ARMY AIR CORPS

## Game

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Best for Two, Three or Four Players, but with markers for a fifth player if desired.

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The Game is played in three sections corresponding to the three phases of Army Air Corps' training — PRIMARY, BASIC and ADVANCED, respectively indicated by Red, White and Blue coloring.

### MARKERS

A player takes wooden markers all of the same color for his playing pieces. Until played upon the board these pieces are called "Free" markers.

### OBJECT OF THE GAME

The object of each player (governed by the Spin of the Indicator) is to be FIRST to cover every picture space of the playing track with one of his Markers, being thereby first to be graduated and WINNING THE GAME.

A playing space picture is said to be "**COVERED**" by a player if, regardless of other players' Markers on that space, he has placed a Marker of his own color on it.

The playing space is said to be "**Open**" to any player who has not "covered" it.

### STARTING THE GAME

Spin the Indicator to see who will play first. Highest number spun gives that privilege.

First player spins and places one of his Markers on a Primary Training picture of the same number as spun on the Red Circle. The turn to play then passes to the left.

After a player has had a few turns, he will have placed a Marker upon several pictures. If on a subsequent turn, as often occurs, he Spins the number of any picture he has already "covered" with a Marker, he must not place an additional Marker on that space, but Spins the Indicator a second time in hopes to strike an "open" number. No player may have more than two spins as his turn. (If however the arrow stops on a line between segments of the circle, it is not counted as a spin. Spin again!)

When playing upon the Primary Training Section use only the numbers or instructions on the Red Circle of the Spinning Indicator (disregard white and blue until playing on them).

When a player has "covered" all Primary spaces he enters the Basic Training section, and his play is then governed entirely by the White Circle of the Spinning Indicator. When he has finished Basic Training his plays upon Advanced Training spaces are governed entirely by the Blue Circle.

### SOLO

While in Primary Training a player's Spin points to "SOLO" he may place one of his Markers on any one of the Primary Training spaces 1 to 9



which he has not already "covered". **SOLO 2** compels a player to place a Marker on Space 2 unless already "covered" by one of his Markers, in which case he may play upon any number 1 to 9 which he has not already "covered".

Instructions such as "Place 3 Markers" or "Remove 1 Marker" when spun must be followed and constitute a player's turn. Markers in such case are placed upon any "open" spaces of the player's choice, or one of his Markers is removed (if so instructed) from any space he chooses in the Training section he is playing.

### THREE IN A ROW

If a player spins and completes by his play **three consecutive spaces** such as 6, 7, 8, **provided the pictures at both ends** (in this case 5 and 9) **are still "uncovered" by him**, he as a part of his play may place an additional Marker on any picture still open to him **in that section**.

**NOTE:** Markers placed upon **Primary Training** spaces (1 to 9) are left there throughout the game, unless or until one or more of them is later "drawn" for "Extra Hours".

When a player completes **Basic Training** (10 to 21) he calls attention that he has done so, and **then removes all of his Markers from that section**, as he may need them for "Free" Markers, to use on the final section, **Advanced Training**.

### EXTRA HOURS

The Markers a player **leaves on Primary Training** spaces after leaving that section are often of value to him as "Extra Hours" to fill "open" numbers which he does not succeed in spinning. They are used in this way:

If a player on **Basic** or **Advanced Training** spins a number **less** than a number of a space still "open" to him, he may "draw" (take) one of his Markers (now representing extra hours) from any **Primary** picture 1 to 9, **if the number of that space added to the number he has just spun will make a Total of the same number as that of an "open" space he wishes to fill**. In such case he moves his Marker from the **Primary** number to fill the "open" space.

The use of "Extra Hours" adds extra interest to the play and quickens the game.

**FOR EXAMPLE:** Miss A playing on **Basic Training**, Spins No. 10. It has been previously covered by her so she spins again. This time she spins 15, but as she has only space 20 left "uncovered" in that section, she needs 5 "Extra Hours". She accordingly **moves her 5 Marker from Primary Training to space 20 on Basic Training**, which is thereby successfully "covered".

### ADVANCED TRAINING

As soon as a player has Covered all of the **Basic training** pictures (10 to 21) **he removes all of his Markers from Basic Training**, and uses what he needs of them as "Free" Markers to cover the **Advanced** section. **Extra Hours** may be drawn to accelerate a player's success in covering spaces.

The first player who has covered all spaces **WINS THE GAME**.

*Questions on the Army Air Corps Game will be gladly answered by the publishers, PARKER BROTHERS, INC., SALEM, MASS. Postage should be enclosed for reply.*

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