

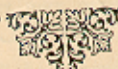
*Directions for Playing*  
"THE FLYING FOUR"



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*Introduction*

GREEK mythology supplies aviation's first interesting character in Daedalus, the famous Greek credited with devising wings capable of supporting a human being in flight. The fable tells that Daedalus made wings of wax to enable himself and his son, Icarus, to escape from the Island of Crete to Italy. Icarus, according to the story, disobeyed his father's warning not to venture near the sun. His wings melted and he fell into the sea which now bears his name.

Daedalus succeeded in reaching Italy, according to mythology, and, although modern science places no credence in the story, Daedalus and his wings are among the

first mentions of aviation in the world's literature. It is possible that the Greeks devised wings and attempted gliding flight by jumping from high elevations, but there is no authentic record to show that they were successful, or are the stories of their attempts worthy of consideration.

And so from this Greek mythology we arrive at the present successful progress in aviation with which we are all familiar.

## RULES FOR PLAYING

The Game is for Two, Three or Four Players and is supplied with four miniature Planes of different colors and a Spinning Indicator which registers the progress of each player about the course.

The game is intended to show the education of a Flyer from the beginning of his entry into the Flying School and ending in his successful flight to Paris.

At the beginning, each player selects a Plane and places it on SPACE No. 1 (The Flying School) and marked "START HERE". The Indicator is then spun in turn and the player having the *highest count starts the game*, the others following in turn. In case of a tie, spin again.

Along the course of the track are spaces calling for *Advances*, and others calling for *Return* to certain specified spaces along the track, and when landing on any of these spaces by *Exact Count*, these instructions must be followed by the player landing on them.

*To Play the Game*—The player who is to start the game, Spins the Indicator and *advances as many spaces forward as the arrow indicates*. The others follow in turn. In case the arrow of the indicator rests exactly on a line separating the space values, spin again.

Two or more players may occupy the same space at the same time.

In the progress of flight, players will land on certain spaces calling for an Advance or Return to certain *Illustrated Spaces* calling for an Advance also. In these cases the player *does not advance* beyond the space to which he has already advanced, but remains there until his next succeeding turn when he proceeds as before.

*Example:* Should a player's Plane land on Space No. 7 marked "GOOD TAKE OFF", *Advance* to "UNKNOWN AVIATOR", he makes this advance flying over spaces Nos. 8, 9, 10 and onto No. 11, and remains there until his next turn, *disregarding the instruction* on Space No. 11 to "Advance to ARMY FLYING SERVICE". However, should his Plane land on No. 11 by *Exact Count* in the regular course of his flight moves, as determined

by his spin, he automatically continues his flight over spaces Nos. 12, 13, 14, 15 and 16 and onto No. 17 in accordance with instruction on Space No. 11, where he shall remain until his next regular turn. In other words only one "Reward Advance" can be made on any one turn regardless of what instruction the space to which he has advanced may call for.

In the *Danger Zone* off Space No. 75 ST. JOHNS, note carefully Space No. 98 and 104. When landing on either of these by EXACT COUNT that player *does not spin for the next TWO TURNS* at 98 or the next *THREE TURNS* at 104, moving *one space only* for his next two turns at 98 and *two spaces only* at each turn for three turns at 104, following which he spins and moves as before.

The play continues until one of the players has successfully flown to and landed at Paris, Space No. 132, *which must be reached by EXACT COUNT*. This player **WINS THE GAME**.