

12 O'CLOCK HIGH CARD GAME

FOR 3 TO 6 PLAYERS

A fast Playing game using Cards which show pictures of the most popular planes used in Europe to fight World War II. Those who enjoy the exciting 12 O'CLOCK HIGH TV series will learn more about these interesting war planes.

There are 40 cards grouped according to types of aircraft, such as "HEAVY BOMBERS - ALLIED", "FIGHTERS - GERMAN", and the like. Cards of the same type have the same letter, such as "A", "B", etc. There are four numbers of each type such as "A-1", "A-2", "A-3", and "A-4". A group of 4 cards of the SAME LETTER is called a "SQUADRON".

THE OBJECT OF THE GAME is to collect the most "SQUADRONS" of 4 cards each.

TO START

The first Player to draw a card showing an American aircraft, shuffles the cards and deals them all out one at a time, face down, to each Player. If some Players have more cards than others, it does not matter. If a Player is dealt four cards with the same letter (a Squadron) he places them on the table in front of him immediately.

RULES

1. The Player to the left of the dealer starts the game by asking any one Opponent for a card naming both the LETTER and the NUMBER of the card desired. If that Opponent has the card, he MUST hand it over to

the asker, who puts it in his hand in hopes of collecting the Squadron of all four like-lettered cards.

2. The Player asking, continues in the same turn, to call for more cards (any kind) one at a time, as long as he is successful in receiving cards. He may ask the same Opponent or any other Opponent for another card.

NOTE: The Player may call for any card even though he is without a Squadron card of that kind in his hand.

3. When the Player fails to receive the card asked for, his turn ends and the Player to his left starts his turn and play continues as above.

4. As soon as a Player succeeds in collecting four Squadron cards, as C-1, C-2, C-3, and C-4, he shows the cards to his Opponents and places them on the table in front of him. He has won this Squadron and these cards are out of the game.

5. The game continues until all Players are out of cards. A Player remains in the game, taking his regular turn, even though he may hold no cards in his hand.

6. The Player with the most "Squadrons" at the end of the game is declared "Wing Commander" and is the WINNER.

SPECIAL NOTE

In the information on the cards, under the pictures, the following abbreviations are used:

U.S.A.A.F.	- United States Army Air Force
U.S.N.	- United States Navy
R.A.F.	- Royal Air Force (British)
Mfgr.	- Manufacturer

The term LUFTWAFFE refers to the German Air Force and means "Air Weapon".