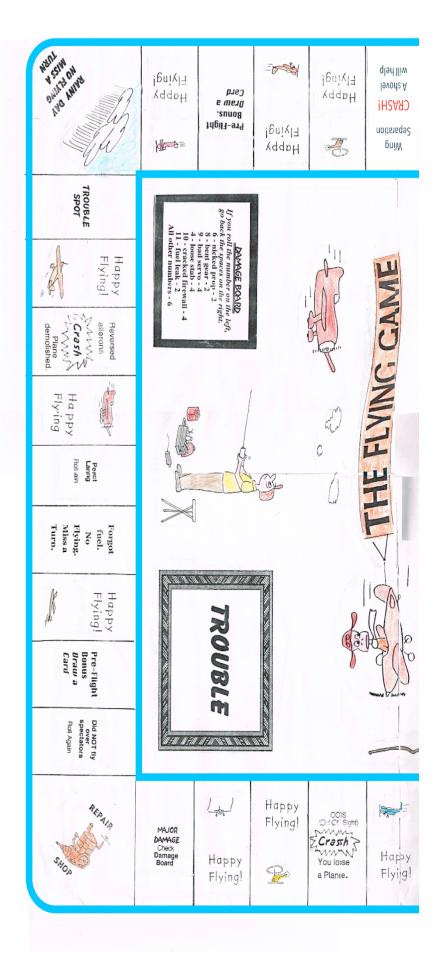


The Flying Game

club use on a day open to the public. rewards of radio-control flying of model airplanes. A game for grandpa and the grandkids or A fun game for up to 6 people of any age who are eager to learn about the rigors and



Instructions:

- Print out game board, cards, and planes
 Join two halves to form playing board
 Cut out planes and fold for hold Plane or Cut out planes and fold for hold. Place on START
 - Place draw cards in boxes. Roll dice and TAKE OFF
 - <u>4</u> τυ ο
 - Set amount of revolutions to complete game.

Bonus and Trouble playing cards

You arranged for a buddy to help you at a flight line. Advance 4 spaces	You did not fly in 45 mph wind. Advance 4 spaces	You range-checked your radio. Advance 4 spaces	You made sure no one else was flying on your frequency. Advance 4 spaces
You checked the fuel line and the clunk In tank. Advance 4 spaces	All Controls Working Properly. Advance 4 spaces	You checked the tail feathers for any cracks or loose joints. Advance 4 spaces	You checked all the linkages and the engine bolts. Advance 4 spaces
Lost nose in wheel in flight	Flew plane directly into the sun.	Plane cartwheels on landing.	Warped Wing.
Go back 3 spaces	Go back 3 spaces	Go back 3 spaces	Go back 3 spaces
Missed landing runway.	Gas line came loose.	Too much flutter.	Momentarily lost orientation.
Go back 3 spaces	Go back 3 spaces	Go back 3 spaces	Go back 3 spaces

Airplane Tokens

