

# Flight Zone



Featuring the *Flight Zone*  
Game Boards

## **A Friendly Reminder**

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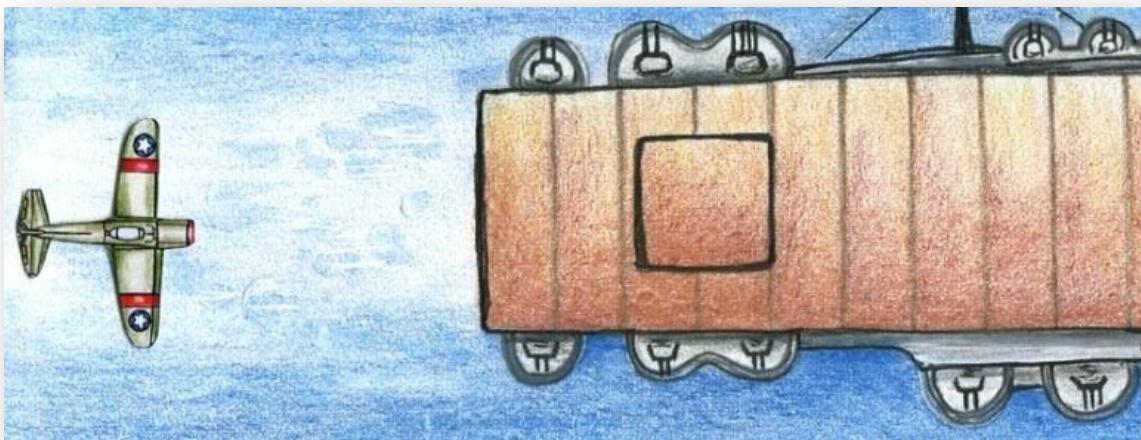
The Flight Zone Game, all illustrations and charts created by David Newman, **speech – language pathologist**

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# Flight Zone

*The game where you strive to be the first to land your airplane on the deck of a WW2 aircraft carrier.*



# Introduction

This game grew out of recognition of the perils that Navy pilots had to endure while attempting carrier landings in World War 2. Young men were required to land their planes on the decks of aircraft carriers far out at sea. Carrier landings were dangerous. Hazards included pilot fatigue, bad weather, and poor visibility.

Airplanes of that era did not have modern technology to assist landings. Naval pilots skillfully landed their planes using only stick and rudder and their wits. They relied on visual perception and the signals of the flight signals officers to guide their planes safely onto the carrier's pitching, oily deck.

## The Flight Zone Game includes...

- 2 hand drawn Game Boards.
- Detailed Instructions
- Colourful top down view of plane playing pieces.
- Pilot's view cards

# Object of the Game

- Your task is to be the first player to safely land their aircraft onto the deck of an aircraft carrier.

## Preparing to Play

- Play begins on the Game-Board which features the six **instrument gauges** in the centre. Each player are encouraged to first read the flight instrument panel featured next page before they prepare to play **Flight Zone**.

# Flight Instruments

Flight instruments are an important part of the game, which players must know before they land on a carrier. Flight instruments are crucial to flying. They allow the pilot to know his airspeed, location and altitude. This becomes critical when the pilot is flying in clouds, mist or darkness, where there is often no visual reference to help navigate.

## Airspeed indicator

Shows the aircraft's speed as it flies through the air.

## Attitude Indicator

Indicates the aircraft's position in space and if the wings are level.

## Altimeter

Shows the aircraft's altitude (distance) above sea level.



## Turn Indicator

Shows the aircraft's direction of turn and rate of turn.

## Heading indicator

Shows the aircraft's heading. Acts like a compass.

## Vertical Speed indicator

Shows aircraft's rate of climb or descent.

# What You Will Need

## Aircraft

The game requires four **trainee aircraft**, and four **WW2 era aircraft**. All of the aircraft are available in the **appendix**. The aircraft can be printed, cut out and glued onto card or laminated for extra durability. A favored method is to *lamine* each aircraft and stick onto **thick** card. This gives each aircraft a nice separation from the board, which makes them easier to grasp and move. And it creates the illusion that the aircraft are flying.



## Dice

The game requires **two** six sided dice. Dice can be purchased for very little money from toy stores or newsagents or borrowed from other board games.



## Game Boards

The Flight Zone game has two game boards. The trainee pilots must first navigate their way around **game board one** and learn the basics of flight such as instrumentation, take-off and landing and flight dynamics. Game board two features the long slim profile of a *World War Two* era aircraft carrier, which players must land on safely to complete the game.



## Pilot View Cards



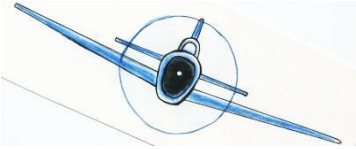
Each player has a **pilot view card**, which provides a visual reference of what the pilot sees from the aircraft as he approaches the aircraft carrier.

# Aviator Cards

Aviator cards allow player to make decisions during the course of the game. Players are free to choose *when* they use their two **aviator cards**. Each card gives a bonus of some kind. The players must decide whether to use the cards *early* in the game or *keep them* until the exciting and risky final stages, when they attempt the carrier landing.

The aviator cards represent a pilot's courage or skill, and the role of initiative and daring in correcting mistakes. This quality is known as *the right stuff*. *Please note, aviator cards can only be used from Maiden flight Zone onward.*

3.



**Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Free turn***

# How to Play





- Players each roll a dice to determine who goes first. Highest dice roll goes first, followed by the next highest dice role, etc.
- Each player chooses a training aircraft and positions it on the dial that reads **airspeed**. The player is now in **flight school**. Players roll 2 dice on the **aviator card** chart and take two aviator cards that correspond to the numbers on their dice roll.
- Each player rolls on the **airspeed** chart. A player must roll 3 – 6 to progress to the next dial, the **attitude** indicator, and so forth.
- Players move their aircraft from gauge to gauge in a clock-wise manner, rolling on the appropriate charts until all gauges have been completed. *Once this section has been concluded, the trainee has finished **flight school** and is ready to venture from the classroom and into their first trainee airplane.*
- *Maiden flight Zone:* Players position their aircraft on *maiden flight zone* section on the runway. Players roll a dice and consult the *maiden flight zone* chart to see if they have mastered the art of **take-off**. *Once flying, the aircraft is positioned on the **flight dynamics** (yaw, pitch, roll) section.*
- *Pitch, Yaw and Roll.* Players place their aircraft on one of the three planes and roll on the flight dynamics board. Once this section has

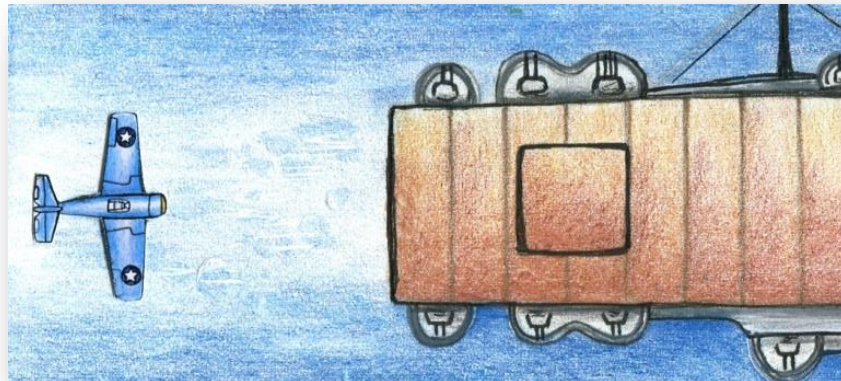
been completed players then place aircraft on runway of *Maiden Landing Zone*.

- *Maiden Landing Zone:* Players roll on the Maiden Landing Zone chart and attempt to land their trainee aircraft safely and successfully. The trainee pilot is now ready to fly the best aircraft of the *World War Two* era.
- *Fighter Zone:* Players place their aircraft on the runway of Fighter Zone and consult the *Fighter Zone chart* for instructions. Please note that there are separate charts for *fast fighters* and *medium fast fighters*. The charts represent the slight differences in speed and agility of the different planes.
- Players must choose an airplane to fly. The first player to enter *fighter zone* chooses first, and so on. Four types of aircraft are available: **Corsair**, **Thunderbolt** (*fast*) and **Wildcat** and **Devastator** (*medium fast*). Please note, only one player can fly a Corsair, Thunderbolt, Wildcat or Devastator in any game. The number of planes is restricted. *Also, if you crash your quota of airplanes on the carrier, you are out of the game. Please consult the airplane selection chart next page.*
- *Pilot View Zone:* Once players are airborne they place their airplane on the pilot's view card and then roll on the *Pilot's View* chart.
- *Carrier Landing Zone:* Players attempt to land successfully on the deck of the aircraft carrier. The first to make a successful landing wins the

game. All other players are encouraged to make a successful landing. For those unfortunate enough to crash land their full quota of aircraft, better luck next time. **The game rules are a reminder that carrier landings were dangerous.**

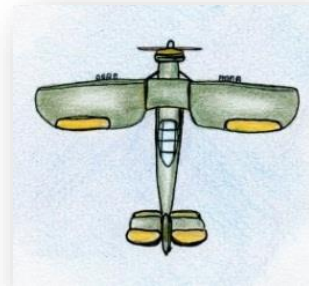
# Airplane Selection

Airplane Type	
Dark Blue: <i>fast</i>	
Light Green: <i>fast</i>	
Light Blue: <i>medium fast</i>	
Dark Green: <i>medium fast</i>	





# Maiden Flight Zone

Dice Roll	Maiden Flight Zone	
1 - 3	Your <b>take-off</b> is poor. You cannot maintain correct airspeed and you bump to a stop. <i>Try again next turn.</i>	
4 - 6	<p>You give the aircraft full throttle until the airspeed is just right. You pull back on the stick and the wheels leave the ground. The wind helps to lift the plane into the air.</p> <p><b>You are flying!</b> <i>Go to flight dynamics zone.</i></p>	

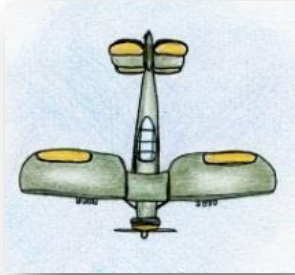


# Flight Dynamics Zone

Dice Roll	Pitch Yaw Roll	
1	<p>Your flying is sloppy. You can't stay in the air. You land clumsily in a field.</p> <p><i>Return to Maiden Flight Zone</i></p>	 
2 - 3	<p>Your flying is fair, but your instructor is not happy with your ability to combine <b>pitch</b>, <b>yaw</b> and <b>roll</b> into a steep dive. <i>Continue in this zone until your instructor is happy.</i></p>	
4 - 6	<p>You guide the aircraft beautifully through the air. You show your flight instructor that you can combine <b>pitch</b>, <b>yaw</b> and <b>roll</b>. He is happy and instructs you to <b>land</b>.</p> <p><i>Go to Maiden Landing Zone.</i></p>	

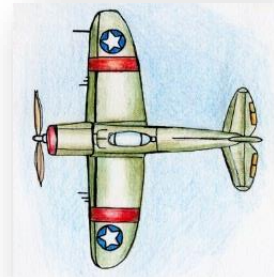
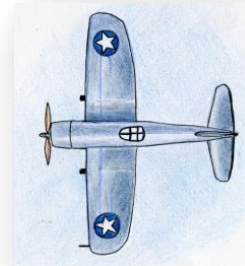


# Maiden Landing Zone


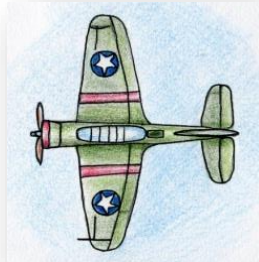
Dice Roll	Maiden Landing Zone	
1	Your aircraft's nose is pitched too high. You bump along the runway before aborting the landing. <i>Lose a turn</i>	
2 - 3	Your landing is sloppy and your speed is too fast. Your instructor is not happy with your landing skills and you zoom into the air once more. <i>Try again next turn.</i>	
4 - 6	You skilfully guide the aircraft onto the runway with excellent use of <b>pitch</b> , <b>yaw</b> and <b>roll</b> . You ease back on the throttle and power down the engine. You have landed successfully. Congratulations!  <i>Go to <b>Fighter Zone</b>.</i>	

# Fighter Zone

Dice Roll – 2 DICE	Fighter Take Off – <i>Fast</i>	
2 - 5	Your airspeed is too slow and your engine stalls. Embarrassed, you abort the take-off. <i>Lose a turn</i>	
6 - 8	You open the engines throttle, but your oil and temperature gauge shows that the engine needs to warm up more. You wait on the runway, your engine idling. <i>Roll again next turn.</i>	
9 - 12	You give the aircraft full throttle and the aircraft thunders down the runway. Its speed is thrilling. You pull back on the stick and the aircraft soars high into the sky. You head out over the sea. <i>Next turn place aircraft on your pilot view card.</i>	



# Fighter Zone

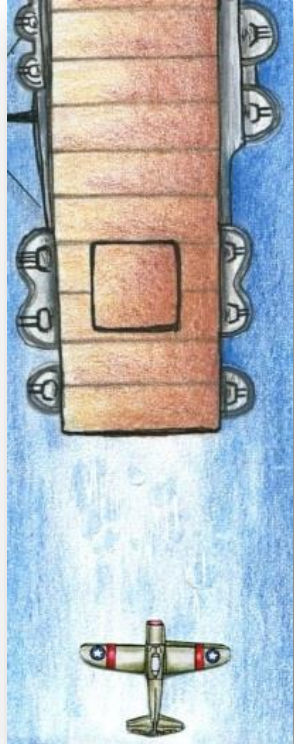
2 Dice Roll	Fighter Take Off – <i>Medium Fast</i>	
2 - 4	Your airspeed is too slow and your engine stalls. You abort the take-off. <i>Lose a turn</i>	
5 - 7	You open the engines throttle and rev it, but your oil and temperature gauge shows that the engine needs to warm up more. You wait on the runway, your engine idling. <i>Roll again next turn.</i>	
8 - 12	You give the aircraft full throttle and the aircraft glides down the runway. You pull back on the stick and the aircraft soars high into the sky. You head out over the sea. <i>Next turn place aircraft on your pilot view card.</i>	

# Pilot's View Zone

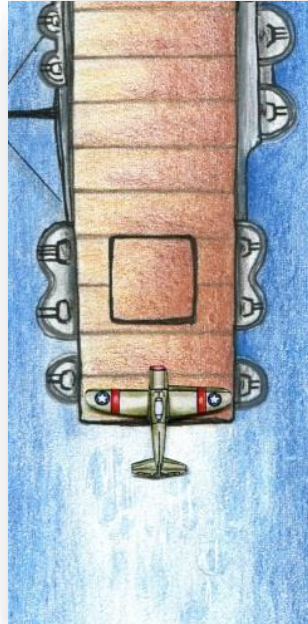
Dice Roll	Pilot's View	
1	You are lost. You cannot find the aircraft carrier fleet. You must return to the air-base. <i>Return to the <b>fighter zone</b> on game board one.</i>	
2 - 3	You search for the fleet in a cloud bank and visibility is poor. Your fuel is running low and you are close to turning back. <i>Roll again next turn.</i>	
4 - 6	After a long flight and excellent use of your <b>airspeed indicator</b> and <b>heading indicator</b> you have found the fleet. You make your approach to land on the carrier. <i>Next turn, roll on the <b>approach chart</b> and place your aircraft directly behind the aircraft carrier.</i>	




# Approach Zone

2 Dice Roll	Approach Zone	
2 - 4	As you approach the carrier, a strong wind whips past your aircraft and throws you off course. You fight to gain control of your aircraft. <i>Lose a turn.</i>	
5 - 7	You approach the carrier and the signal men indicate that your approach is too shallow. You pitch the nose of your aircraft <b>up</b> but it's too late. <i>Try again next turn.</i>	
8 - 12	Your approach is good. The signal men on the carrier's deck guide your plane in for an attempt at landing. <i>Next turn, roll on the <b>Carrier Landing chart</b> and place your aircraft on the edge of the aircraft carrier.</i>	

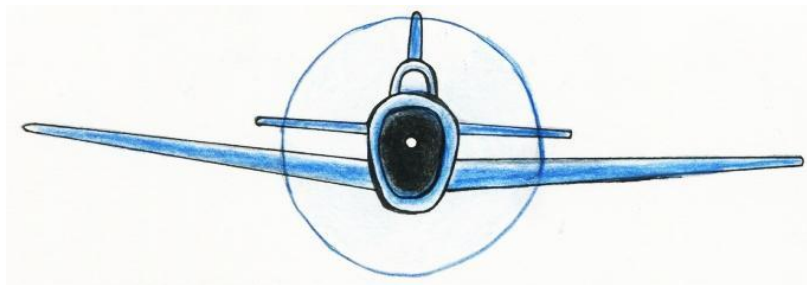
# Carrier Landing Zone

2 Dice Roll	Carrier Landing Zone - <i>fast</i>	
2 - 5	You are approaching too fast. The wheels of your aircraft hit the deck hard, break apart and the aircraft crashes. <i>Next turn, return to the airbase.</i>	
6 - 8	You approach the carrier at the correct speed. Your flight dynamics are good but the carrier pitches in the rough seas. You abort and come around for another pass. <i>Try again next turn.</i>	
9 - 12	The wheels of your aircraft touch down smoothly on the deck of the carrier. Congratulations, you've made your first successful aircraft carrier landing.	

# Carrier Landing Zone

2 Dice Roll	Carrier Landing Zone – <i>Medium Fast</i>	
2 - 4	You are approaching too fast. The wheels of your aircraft hit the deck hard and break apart. Your aircraft crashes. <i>Next turn, return to the airbase.</i>	
5 - 7	You approach the carrier at the correct speed. Your flight dynamics are good but the carrier pitches in the rough seas. You abort and come around for another pass. <i>Try again next turn.</i>	

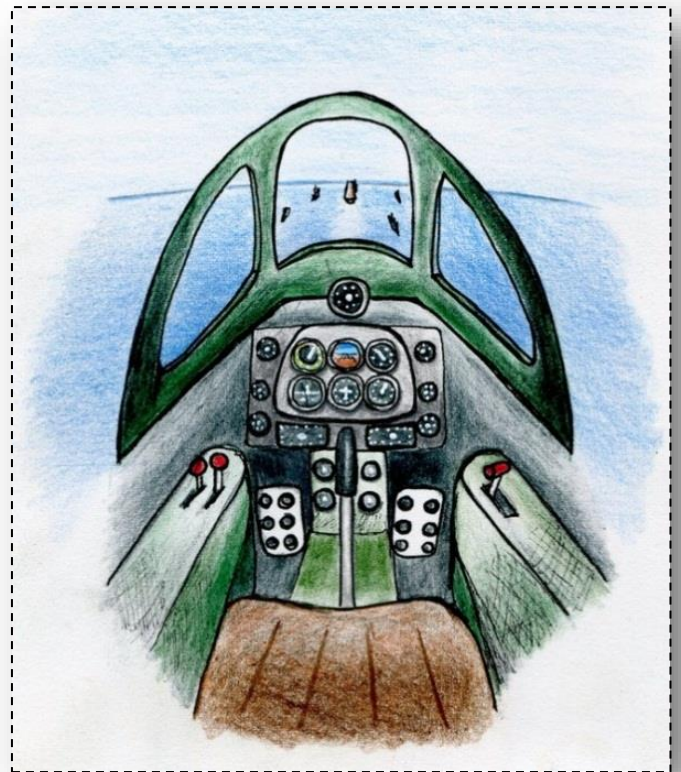
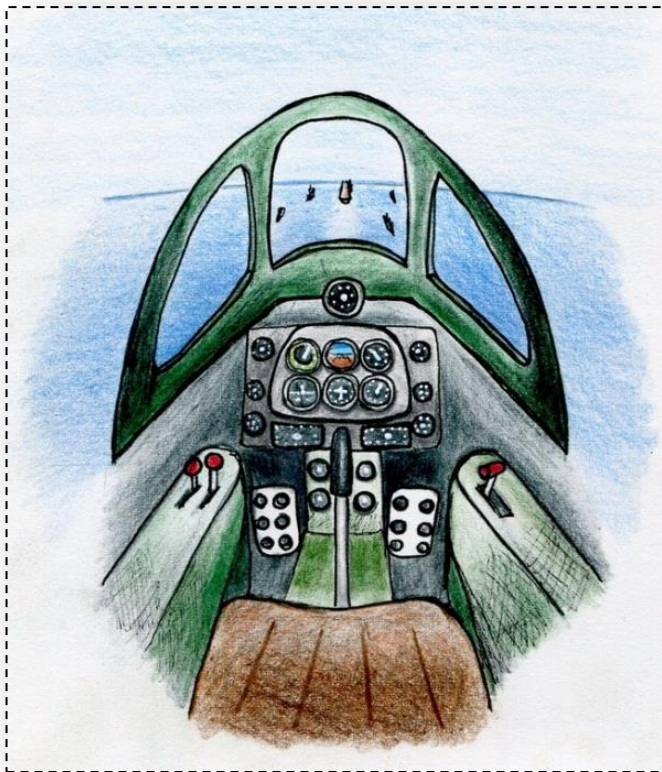
# Appendix





# Pilot View Cards

The collection of airplanes, pilot view cards and aviator cards arrayed below can be **cut out** and stuck onto **card** or **laminated** and used as playing pieces.



# Aviator Cards

1.



## **Aviator Card – The Right Stuff**

This card may be used to affect an airplane's flight performance.  
**Reroll 1 dice. Rerolled result stands.**

1.



## **Aviator Card – The Right Stuff**

This card may be used to affect an airplane's flight performance.  
**Reroll 1 dice. Rerolled result stands.**

2.



## **Aviator Card – The Right Stuff**

This card may be used to affect an airplane's flight performance.  
**Add +2 to your dice roll**

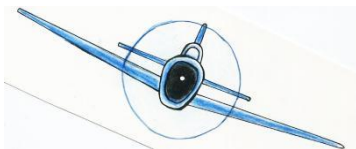
2.



## **Aviator Card – The Right Stuff**

This card may be used to affect an airplane's flight performance.  
**Add +2 to your dice roll**

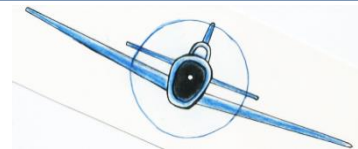
3.



## **Aviator Card – The Right Stuff**

This card may be used to affect an airplane's flight performance.  
**Free turn**

3.

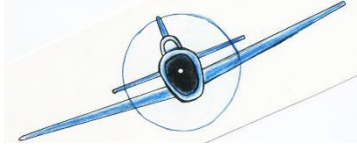


## **Aviator Card – The Right Stuff**

This card may be used to affect an airplane's flight performance.  
**Free turn**

# Aviator Cards

4.

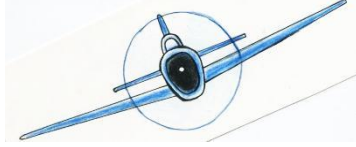


## **Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Add +3 to your dice roll***

4.



## **Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Add +3 to your dice roll***

5.



## **Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Reroll 2 dice. Rerolled result stands***

5.



## **Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Reroll 2 dice. Rerolled result stands***

6.

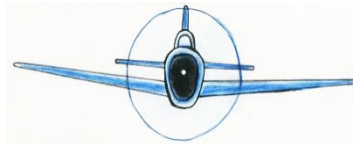


## **Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Add +4 to your dice roll***

6.



## **Aviator Card – *The Right Stuff***

This card may be used to affect an airplane's flight performance.

***Add +4 to your dice roll***

# Aircraft

