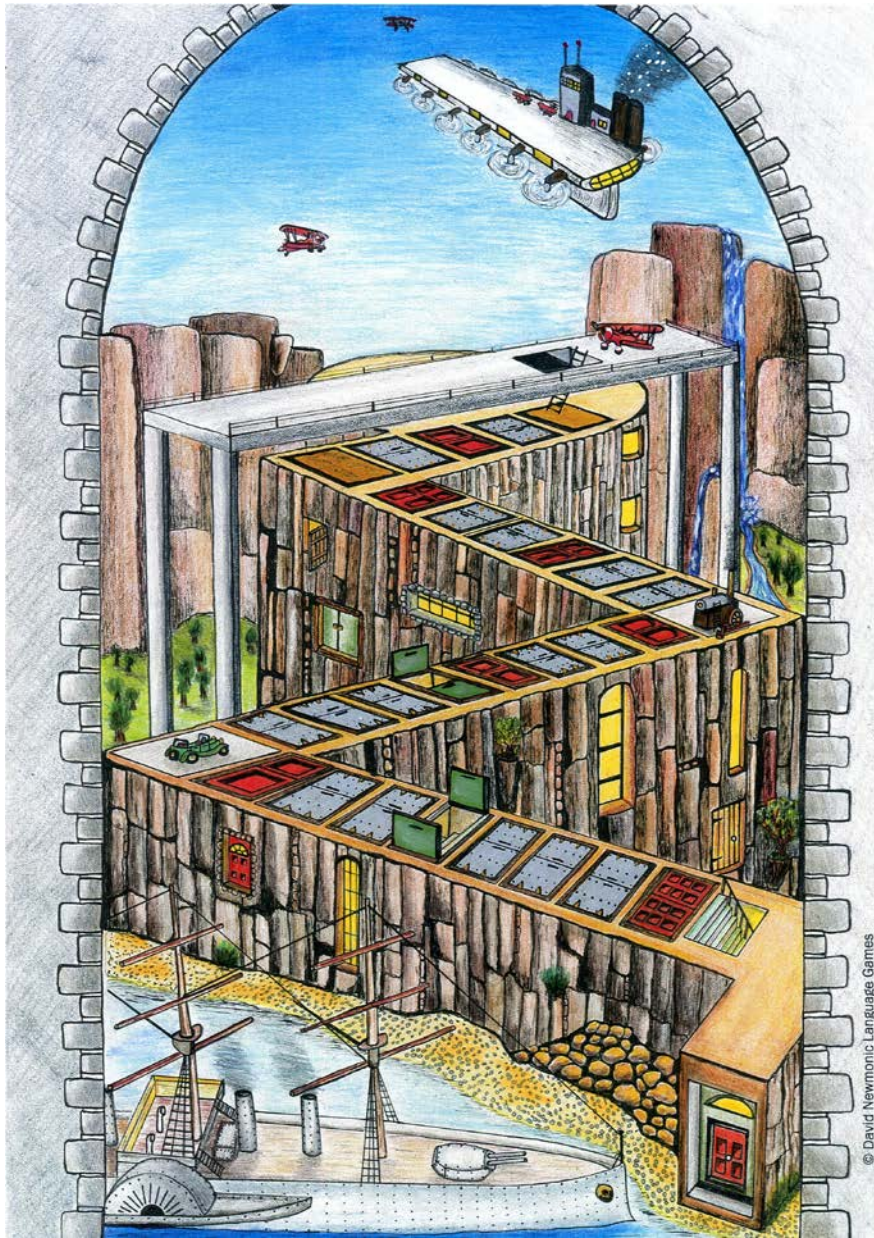


David Newman



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Between the Carrier and the Deep
Blue Sea

Between the Carrier and the Deep Blue Sea

Welcome to *Between the Carrier and the Deep Blue Sea*, the game of the flying Air Carrier and the air cadets who train to land on its deck. The game is set in an alternate past, sometime early in the 20th century. Your mission is to land on the deck of the mighty Air Carrier. Before you attempt to land you must first pass a series of steps. Once you have achieved flight status you will be cleared to land. Good luck cadet....

The rules

- All players roll the dice. **Highest** number goes first. Players begin **first** turn at the front red door near the front of the ship.
- To enter the front red door, each player must roll **4-6**. A dice roll of **1-3** must roll again next turn. Once granted entry, you start your next turn at the top of the stairs.
- The steel doors are safe, but if you land on a **red door**, lose a turn. If you land on the red door **closest** to the green car you fall back out of the red door on the side of the cliff onto the sandy beach. Once more attempt to gain entry through the **front** door.
- If you land on the **green car**, roll the dice and consult the *green car chart* to discover what happens next. If you land on the **steam engine**, you gain a free dice roll.
- When you reach the ladder under the runway you can enter the waiting aircraft. Next turn consult the *flight status chart*, then, if successful, consult the *Air Carrier Approach* chart, and so on. The first to safely land on the Air Carrier wins the game.

	<h2>Red Doors</h2>
	Go down the stairs and open the wrong door. You get locked in a broom closet! Lose a turn.

Dice Roll	<h2>Green Car</h2>
1	The car won't start. Lose a turn.
2-6	Car goes forward the amount you rolled. If you land on a red door consult the red door chart.

Dice Roll	<h2>Flight Status</h2>
1	You give the aircraft too much throttle. The engine stalls. Lose a turn.
2 - 3	Your aircraft takes off, but your instructor is unhappy with your flying. Try again next turn.
4 - 6	You fly with precision. You have flight status. Next turn consult the <i>Air Carrier Landing</i> chart.

Dice Roll	Air Carrier Approach
1	You have run out of fuel. Return to base. Next turn consult the <i>Flight Status</i> chart.
2-3	You haven't been cleared to land yet. Try again next turn.
4-6	You are cleared to land. Next turn consult the Air Carrier Landing chart.

Dice Roll	Air Carrier Landing
1	Your aircraft approaches the deck. The wheels touchdown but you've overshot the runway. Pull up Pull up! Too late. You crash! You lose flight status. Next turn return to the <i>Flight Status</i> chart.
2 - 3	Your aircraft approaches the deck. The wheels touch down but you've overshot the runway. You guide your aircraft around for another pass. Try again next turn.
4 - 6	Your aircraft touches down for a perfect landing. Congratulations! You are now an official Air Carrier pilot.