



# AIR FORCE 60

Special thanks to Mr. Wirojana Noyvilai, director of aircraft maintenance training division, for his participation and verification of the numbers.

Air Force 60 is an educational aircraft card game and meant to familiarize players with different types of aircraft together with their parameters, roles, and manufacturing country. It is suitable for ages 8+ years.

The units are not included on the cards but on the Unit Guide card. Max speed is given in two units: kph (km/h) and knots, kph/knots. Knots is used in aviation while players are more familiar with kph. Players must agree on whether to use kph or knots before starting the game.

2 to 6 players can play the game. They can play in teams or play individual.

## **Higher number wins**

In this game, there are 8 parameters (dimensions and performance) on 8 rows. The player with the highest number wins the round and gets to call the parameter of the next card.

Before starting the game, players must decide on who starts first, and how many parameters to be called each round during the whole game. It can be 1, or 3, or 5, or 7.

## Deal the cards

If 2 players, each player will have 30 cards each.

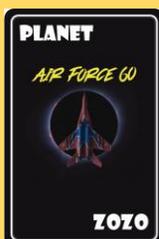
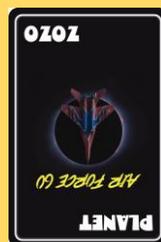
Put the cards face down in one or two or three stacks. Pick up one of the top cards and decide which parameter to call. Here you need to have some knowledge about your aircraft. Do you think it has a wide wingspan or rotor diameter ( $\varnothing$ )?

Or if you think it's one of the heaviest or one with the farthest range, etc. You don't know what card your opponent has. If you are lucky, your parameter is higher and you win over the other player's card and it will be your turn again. players can continue until they have played all the cards in the stack. If player A wins the round, then player A wins the card of player B. The cards you win, you put aside in a new stack.

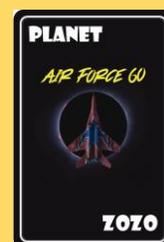
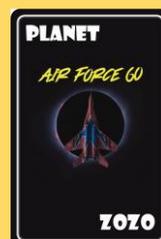
In the end, the player that has most cards is the winner.



Player A



Player B



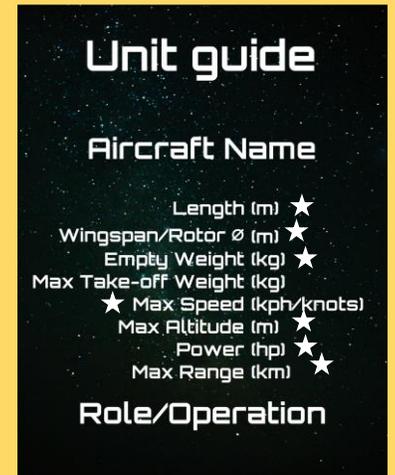
If both players have decided on one parameter, then the highest wins. If 3 parameters, then the winner must have at least 2 parameters that are higher. If 5 or 7 parameters, then you must have at least 3 or 4 parameters that are higher. Best of 3, best of 5, best of 7.



Best of 3



Best of 5



Best of 7 (All except one)

Player A randomly chooses the parameter or parameters that has the potential to beat the other player's parameter. For example, Max Speed for fighter jets, or Weight or Wingspan for large aircraft.

Note that having the largest parameter does not necessarily mean your aircraft is better. Aircraft have different roles. A large passenger aircraft is not suitable for combat and a fighter jet is not suitable for passengers.

## Cards in hand

Players can also use their imagination to come up with other ways to play such as holding the cards in hand. They can hold 3 cards in hand, one card from the top of each stack as above. In this case you have 3 cards to choose from when the other player calls one or more parameters of one card or more. If you are left with 2 stacks, then you can only hold 2 cards.

## Quiz

The game can also be used as flashcards for quiz.

After players have played the game a few times, they will be familiar with all the aircraft. Simply cover the lower part of the card with the Unit Guide and ask the other player the name, country of manufacturer, role/operation, and the parameters. See if they recognize and remember.



## In brief

Deal the cards. 2 players: 30 cards each.

Lay the cards in 1, or 2, or 3 stacks face down.

Take up one card and call the parameter you think is high, for example Max Speed. If the parameter of player B is lower than yours, you win the card and you pick up the next card and call a parameter again. If the parameter of player B is higher, then player B wins your card and will choose what parameter to call next. The game continues until one player wins most cards.

2 players, 30 cards each

3 players, 20 cards each

4 players, 15 cards each

5 players, 12 cards each

6 players, 10 cards each