



AIR FORCE 60

Air Force 60 is an aircraft card game with 60 cards suitable for all ages above 8 years old. The purpose of the game is to familiarize players, young and old, with different types of aircraft (airplanes, helicopters and drones) and catch their interest in aviation.

Players enjoy a competitive game and at the same time learn 8 parameters of the 60 aircraft types. Parents or other players can use the cards as a quiz by covering the information below the pictures and ask children whether they can guess the name, the role, the country, and even some of the numbers.

Technical details

Although aviation uses the Imperial Measurement System, here the numbers follow the metric system such as m for meter and km for kilometer, kg for kilogram, kph for kilometers per hour in order for young players to find them more familiar.

The numbers are not always accurate but much care has been taken to select the most reasonable numbers. It must also be noted that some manufacturers, especially military aircraft, do not always provide accurate data and many times, it is impossible to establish exact numbers such as max altitude or max speed and it is also very hard to gather comparable numbers.

Surprisingly, the Thrust parameter is missing from this game and the simple reason is because the game includes even helicopters where thrust is not used but instead Lift which measures in

Horsepower. For this reason, all airplane thrust numbers have been converted to horsepower by the formula below.

$$Power \text{ (horsepower)} = \frac{Thrust \text{ (pound force)} * Speed \text{ (mph)}}{375}$$

This way, all aircraft can be compared by their power measured in hp. As players will notice, for example, the Tupolev Tu-160 shows an hp number of over 1 million which is sometimes 50 times higher than for other aircraft. The power of an aircraft depends on the type of the engine, number of engines, the max speed, and the use of afterburner that generates that max speed. The afterburner is used for short bursts. Therefore, the high number of hp for Tupolev Tu-160 is also for a short time. The two other aircraft with a power of over one million hp are the Stratolaunch used to propel rockets to the orbit and the Airbus 380 which use turbofan engines and therefore cannot employ afterburners.

The dimensions are also not precise and not always comparable depending on whether they include the tail extension in the length of the airplane or not, or rotors that exceed the length of the helicopter.

Same goes for the weight where some include the fuel and paint and some don't, or the max range where some manufacturers measure it empty and some measure it with cargo.

Most numbers are presented very exact in order to avoid having two parameters with the same number as much as possible.



**Tupolev
Tu-160 Blackjack**

Length 54.10
Wingspan/Rotor \emptyset 56.00
Empty Weight 110,000
Max Take-off Weight 275,000
Max Speed 2,220/1,200
Max Altitude 16,000
Power 1,002,364
Max Range 12,300



Heavy strategic bomber

\emptyset means Diameter.
For helicopters, the
width is measured by
the diameter of the
rotor



**Boeing
AH-64 Apache**

Length 17.73
Wingspan/Rotor \emptyset 14.63
Empty Weight 5,350
Max Take-off Weight 10,432
Max Speed 293/158
Max Altitude 6,100
Power 3,400
Max Range 1,900



Multirole combat

USA



Russia



Sweden



Brazil



Japan



Canada



France



UK



EU



India



China



Also note that all the aircraft in the game are operational except only a few such as the Concorde.