

The Air Force 60 card game

Game Instructions - 2 to 6 players (8+ years) – Higher number wins

The card game has 60 aircraft types on 60 cards. Each card displays the picture of the aircraft type, its name, role, and 8 parameters: Length, Width, Empty Weight, Max Take-off Weight, Max Speed, Max Altitude, Power, and Max Range. The card game is educational and familiarizes players with different types of aircraft.

First, start by studying all the aircraft and find out which aircraft is the longest, widest, heaviest, fastest, flies highest, most powerful, and can fly farthest.

Different ways to play – (players can also invent their own ways to play)

1- Replenish the hand – Pick up from stack each round (if more than 2 players, see the tables below)

Start by dealing 1 or 2 or 3 cards to each player and put the rest of the stack down in the middle. Players can hold these cards in hand and one player gets to start by calling one of the 8 parameters. If this parameter is higher than the parameter of others, then player 1 wins the card of the opponents.

If players hold 2 or 3 cards in hand, they can choose to get rid of the card they do not wish to keep when they lose the round. If player 1 wins the round, player 1 puts those cards aside.



Then, they all pick up a new card from the stack (replenish) and the last winner gets to call again. In the end, players count the cards they won. The player with most aircraft is the winner.

*Players can also choose to separate the helicopters (12 Day cards) from the stack and add the 2 drones (one Day, one Night card – total of 14) and play the Day cards first and after that, play the airplanes (46 Night cards).

2- Finish the hand – Deal new from the stack after end of each round

number of players	cards in hand	number of rounds
3	2 or 4	10 or 5
4	3	5
5	3	4
6	2	5

OR

number of players	cards in hand	number of rounds
3	5	4
4	5	3
5	4	3
6	5	2

This time, players finish all the cards in hand before they receive new cards. The tables above show how many cards each player can hold in hand and how many rounds they will play. The product of each row is always 60 (3x4x5 or 3x2x10).

The difference here is that players play until the last card: Let's say, 3 players are playing. They receive 4 cards in hand (or 2 or 5 cards depending on what everyone agrees on). 4 cards in hand means they will play 5 rounds (3x4x5=60).

The player who gets to start (players agree on a way to decide that) calls a parameter. Nobody knows what cards the others are holding and what cards are left in the stack.

Player 1 looks at the hand and decides what card to play and what parameter to call, puts it down, and other players respond, and the player that beats the number wins and puts those cards aside and gets to call next from among the remaining cards.

Players continue till the last card. Once the hand is empty, they deal another 4 cards to each of the 3 players and start again.

Helicopters, the day cards, can basically never win against airplanes. Therefore, if a player plays a day card, other players are obligated to respond with a helicopter card if they have one. If not, then naturally they respond with a night card.

It's important to keep track of what cards have been played. This is why it's important to study them first. At the end, they count the cards they won. The player with most aircraft is the winner. Those aircraft are their fleet.

They can now also look at the category list to see if they have at least one of each category. A fleet with no rescue aircraft or reconnaissance or bomber, for example, is not as strong. Do you have all the categories in the fleet you won?

Categories of the aircraft

(one aircraft can be in two categories at the same time)

- **Passenger: 8**
 - **Airliners: 5**
 - **Private jets/Cessna: 3**
- **Drones: 2**
- **Helicopters: 12**
- **Arial Refueling: 1**
- **Bombers: 4**
- **Fighters: 18**
- **Stealth: 5**
- **Reconnaissance/Spy: 5**
 - **Airplanes: 3**
 - **Drones/Helicopters: 3**
- **Transport: 9**
 - **Airplanes: 7**
 - **Helicopters: 3**
- **Amphibious: 4**
- **Rescue: 2**
- **Firefighting: 1**

Note that one aircraft type can be modified to serve different functions/roles. For example, the Boeing 747 airliner can be modified to be used for firefighting.