

AIR FORCE 60 ALPHA BRAVO CHARLIE

GAME INSTRUCTIONS

The new Air Force 60 card game is more sophisticated than the first edition. Here you also have stars and categories such as **the letter F** on this card (please see the **Line-Up** to learn about the categories). You can play it the simple way by determine who has won the most, count the stars and categories.

As in the first edition, there are a each set (Alpha, Bravo, Charlie). the same and all three sets can same time.

Whether you choose Alpha or the exact same Line-up categories a Tanker). In general, Tankers are decide to use the score card, then these categories and try to think



counting the cards you have won to or you can use the **Score Card** to also

total of 60 aircraft types (60 cards) in None of these 180 aircraft types are also be combined and played at the

Bravo or Charlie, all three sets have (although in Bravo, one Drone is also grouped in Cargo category. If you it is important to learn more about more strategically to win them.

As usual, start first by studying all the aircraft and find out which aircraft is the longest, widest, heaviest, fastest, flies highest, most powerful, and can fly farthest. There are 8 parameters: Width, Length, Payload, Max Take-off Weight (MTOW), Max Speed, Ceiling, Power, and Max Range. You can play the game individually or in teams. There are multiple ways to play the game and two ways are described below:

Different ways to play

1- Replenish the hand – Pick up from stack each round (if more than 2 players - see the Distribution 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 from the opponents.

Every time a player wins the round, the player 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 (18 Day cards - **D**) from the stack and add the 3 drones (two Day and one Night card – total of 21) and play according to Table C below, and after that, play the airplanes (39 or 40 Night cards - **N**).

Players can also invent their own ways to play

It's important to keep track of what cards have been played. This is why it's important to study them first.

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

This time, players finish all the cards in hand before they receive new cards. The tables below show how many cards each player can hold in hand and how many rounds they will play.

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 ($3 \times 4 \times 5 = 60$).

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. However, if you use the **Score Card**, then the strategy is different. Or choose to play according to **Table C** below.

At the end, players count the cards they won. The player with most aircraft is the winner, or use the score card. Those aircraft are their fleet.

Important: When more than 2 players, after player 1 calls a parameter, other players must reveal their cards (that they are going to play) at the same time so no one has the advantage to choose their cards based on what other players play.

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

Distribution Tables

number of players	Helicopters	Drones	Total cards
2	18	2 (D)	18 or 20
3	18	3 (2D+1N)	18 or 21
4	18	2 (D)	20
5	18	2 (D)	20
6	18	0	18

Table C

