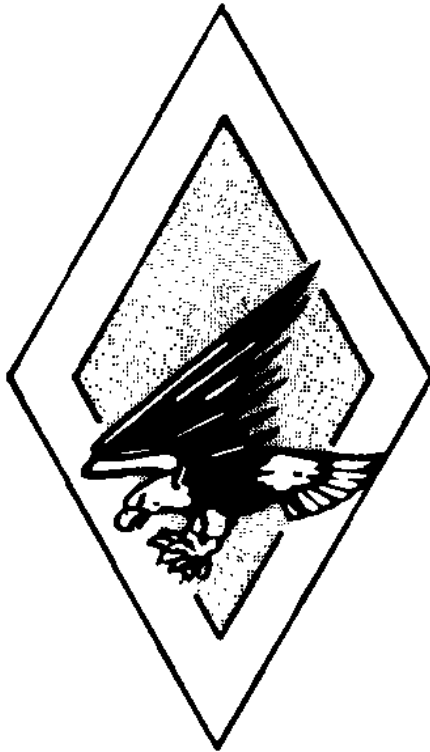# PILOT'S MANUAL

Screaming Eagles Instructions

2 To 4 Players

Contents

4 Red dice [0 - 0 - 2 - 2 - 5 - 5]
4 Black dice [1 - 1 - 2 - 2 - 3 - 3]
4 Battle boards
36 Command cards
Squadron label sheet
Loop-around game board
4 Plastic planes with stands
84 Missile, Cannon & Flare pegs

Congratulations!
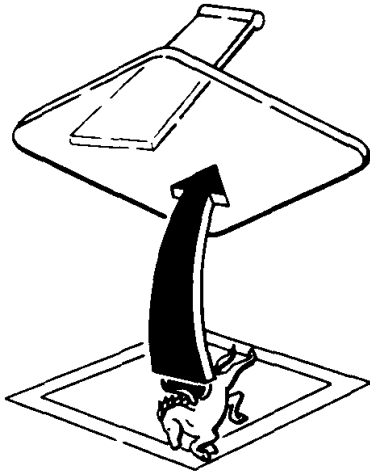You have been chosen to lead the world's best aircraft into battle.
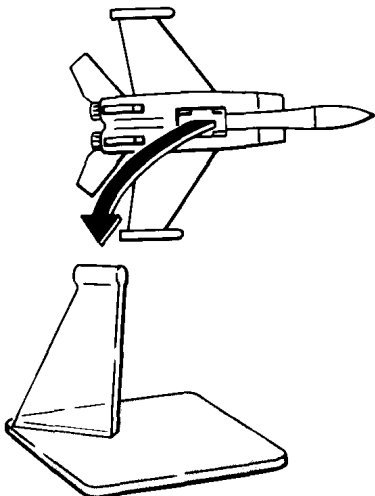
Your Mission

Object of the Game

Fly alone or as a team and be the first to "shoot down" all enemy aircraft.

FIGURE 1

Place one squadron label face up on the bottom of each plane stand. Insignia will show through base of stand.

FIGURE 2

Planes snap onto stands as shown here.

BASIC TRAINING

Assembly and Set-Up

PRE-FLIGHT ASSEMBLY

1. Peel the squadron labels from the label sheet and apply to plane stands as shown in Figure 1.

2. Carefully remove the cardboard trim from the 4 battle boards (See Figure 4 for an example of a battle board).

3. Snap planes onto stands as shown in Figure 2.

- **Tan** planes snap onto Eagle and Cobra stands.

- **Blue** planes snap onto Stallion and Tiger stands.

(Notice that each plane can actually tilt to the left or right on the stand)

SET-UP

1. COMMAND CARDS: There are 9 different **command cards** for each Eagle, Cobra, Stallion and Tiger squadron. Separate cards by squadron and place each card pile near its matching squadron insignia on the game board, as shown in Figure 3. The words "Stand By" should be face up on all cards.

2. BATTLE BOARDS: Each battle board is labelled by squadron. The top half of each board keeps track of plane damage. The bottom half holds missile, cannon and flare pegs. Insert tan pegs in Eagle and Cobra boards, blue pegs in Stallion and Tiger boards as shown in Figure 4 on next page.

3. Choose your planes and battle boards after reading the chart below:

• Eagle and Cobra squadrons (tan planes) **always** fly together as a team.

• Stallion and Tiger squadrons (blue planes) **always** fly together as a team.

**2-player game…**One player controls both tan planes, the other player controls both blue planes.

3-player game…One player controls 2 planes of the same colour, the remaining 2 players each control one plane of the same colour.
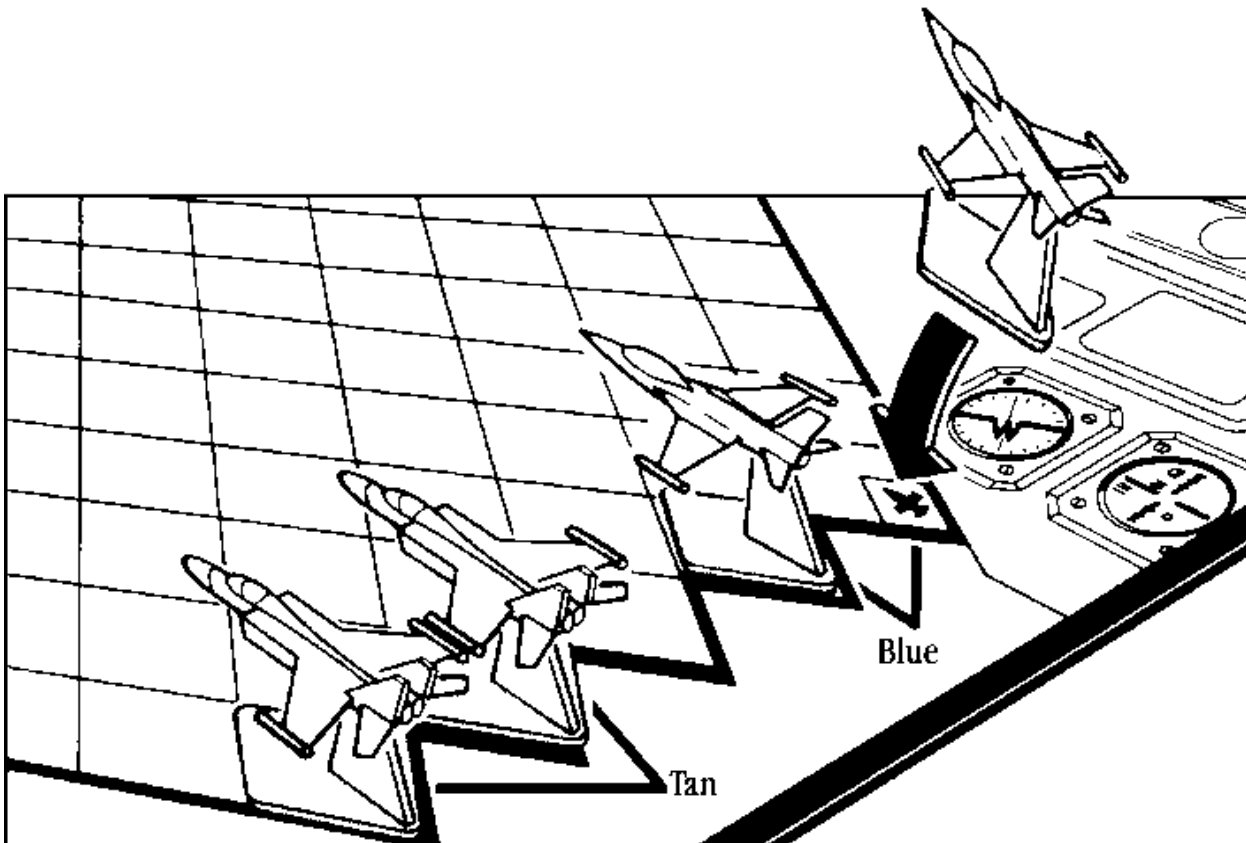
4-player game…Each player controls one plane.

4. Place all planes in the colour-coded starting positions shown on the game board. See Figure 5.

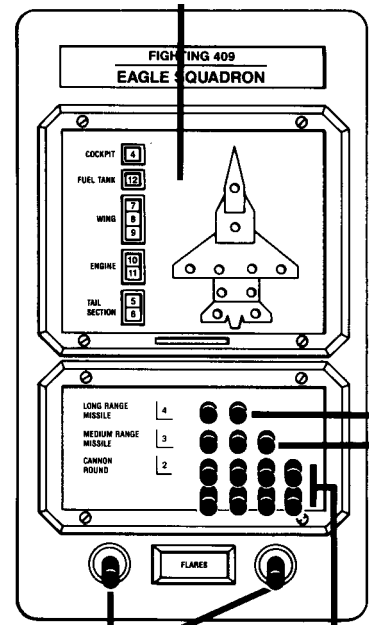NOTE: Colour of planes may vary.

FIGURE 3

Eagle squadron cards here.
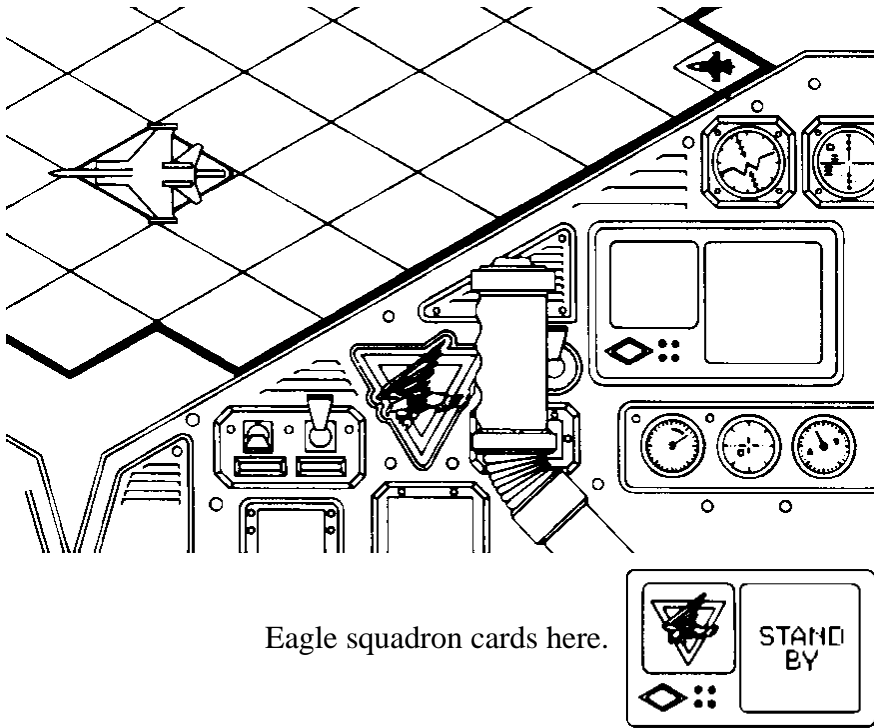
FIGURE 4

Plane Damage Section

2 Long-range missiles

3 Medium-range

2 Defensive flares   8 Cannon rounds

FIGURE 5

Blue

Tan

How To Play

ORDER OF PLAY IN A ROUND

Each game is made up of a series of rounds. A round is over when each of the 4 planes has moved once. Firing can occur **before or after** each plane has moved.

1. **The First Round:** The blue team begins the first round by moving either blue plane. Then the tan team moves either tan plane. Next, the remaining blue plane moves, and finally the remaining tan plane moves. This ends the first round.

2. **All Following Rounds:** The tan team begins the second round, the blue team begins the third round and so on. If a plane is "shot down" and eliminated from play, **the team with the most planes still "flying" at the end of the round starts the next round.**

If both teams have shot down an equal number of planes, the team that shot down the last plane goes first.

WHAT MAKES UP A ROUND

Here is a brief overview of what happens in a round:

1. **Choose Your Command Card:** At the beginning of each round, all players choose a command card for each plane they control. This is done by all players at the same time.

2. **Move Your Plane:** Each player (in the order described above) takes a turn moving his or her plane. You **must** move your plane on every turn.

3. **Fire At The Enemy:** Firing is optional. During your turn, you can fire a missile or cannon **before or after** you move your plane. If you score a hit, your opponent must record the damage on his or her battle board.

These three steps are explained in more detail on the following pages.

CHOOSE YOUR COMMAND CARD

At the beginning of each round, decide which direction the plane(s) you control will move by selecting the appropriate command card(s) from your card pile(s). One card moves one plane for one turn. You may choose any card you wish from your pile (see Figures 6A, B and C), and you may confer with your wingman (team-mate) while deciding.
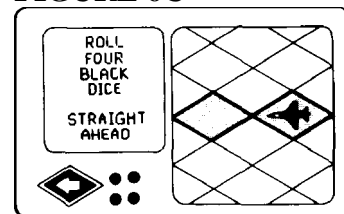
FIGURE 6A
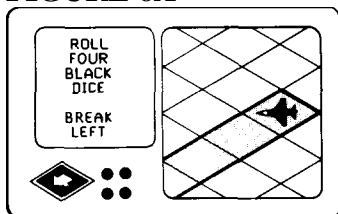
To move your plane left, choose a Break Left card.

FIGURE 6B
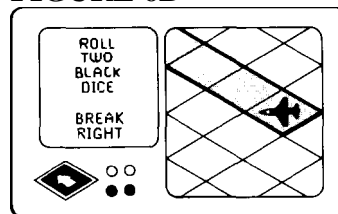
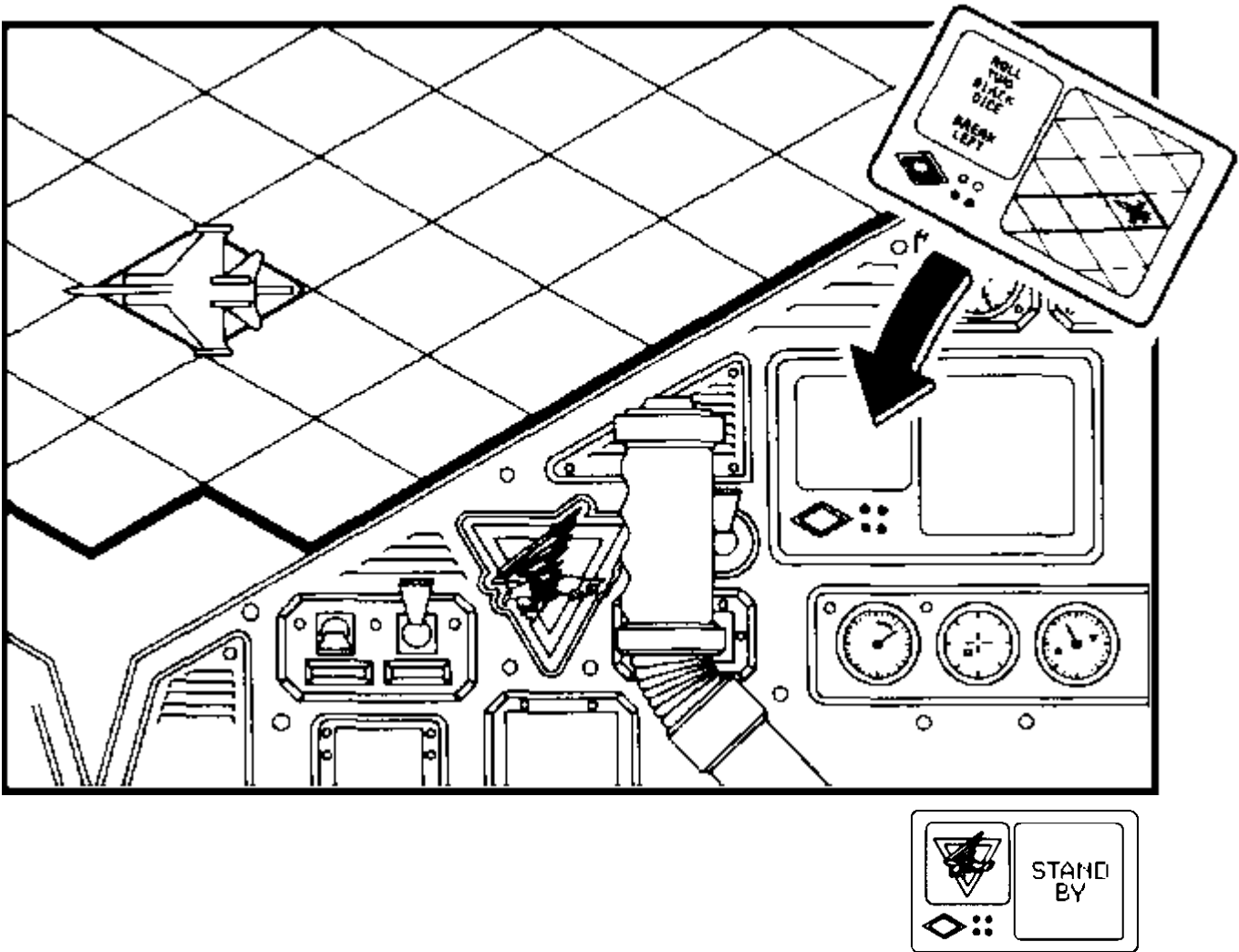To move your plane right, choose a Break Right card.

FIGURE 6C

To move your plane straight ahead, choose a Straight Ahead card.

Keep your chosen card secret from your opponents and place it **face down** ("Stand By" side up) on its matching game board squadron insignia. **When it's your turn to move, turn over the card and place it face up on the game board as shown in Figure 7.**
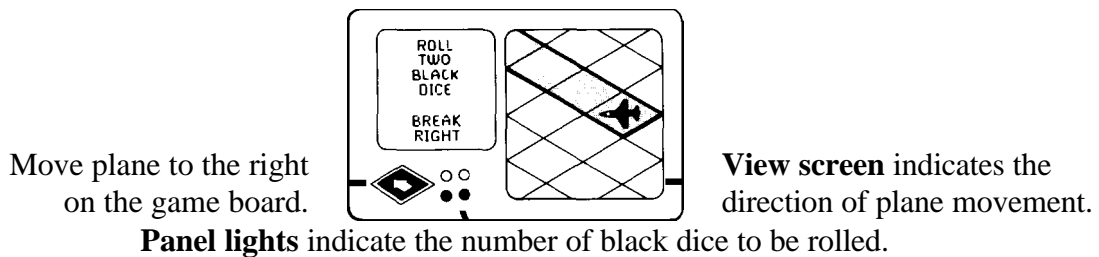
FIGURE 7

Your command card will also tell you how many **black** dice to roll. The sum of the numbers rolled determines how many spaces you can move your plane on the game board. Think about how far you want to move when you select your card.

FOR EXAMPLE. If you want to move your plane to the right just a few spaces, you might want to pick a "Break Right" card that directs a roll of 1 or 2 dice. See Figure 8. That way you'll have less chance of rolling a high total. If you want to move as far as possible, you would probably choose a card that directs a roll of 4 dice.

FIGURE 8

Move plane to the right on the game board.   **View screen** indicates the direction of plane movement.

Panel lights indicate the number of black dice to be rolled.
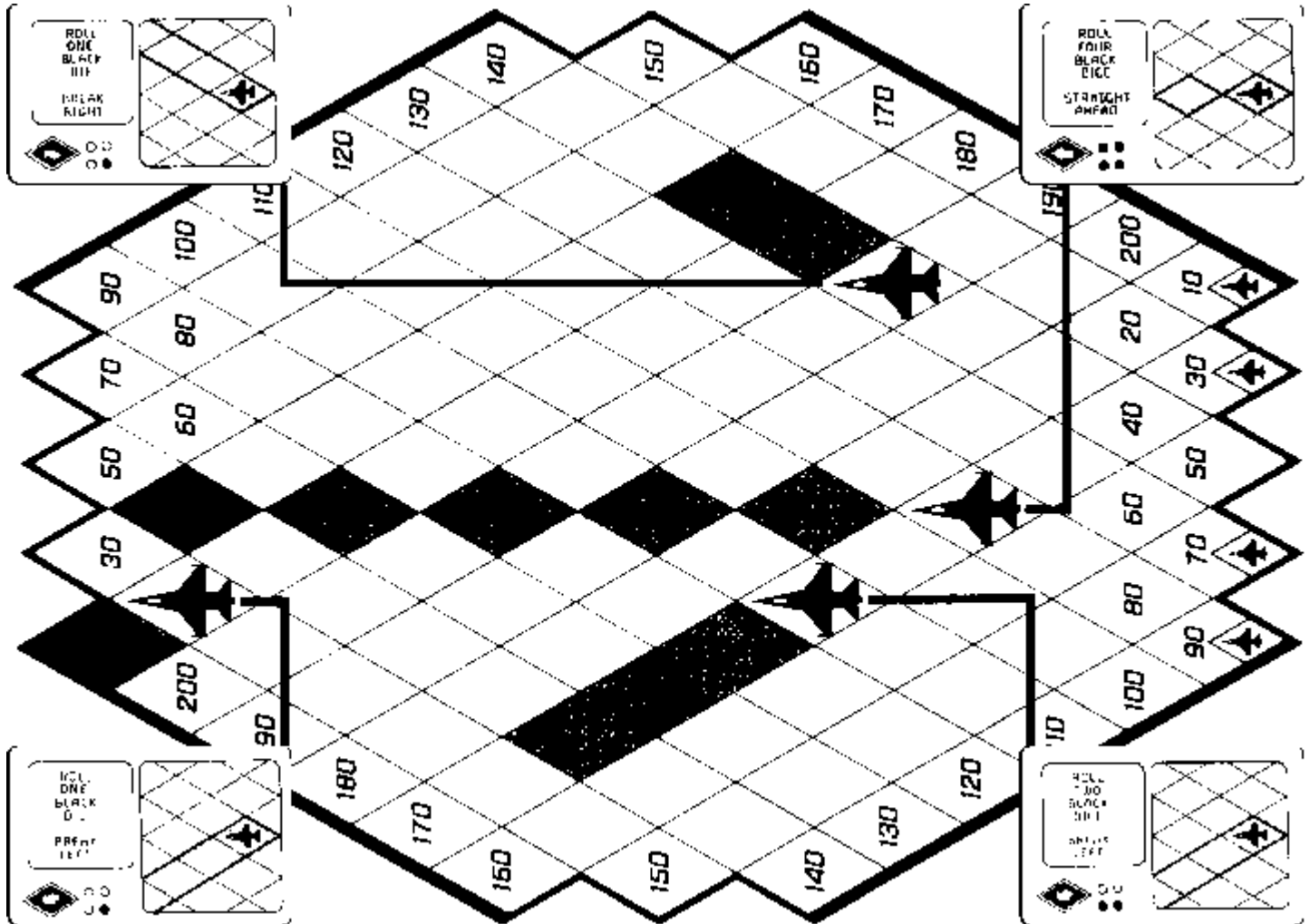
MOVE YOUR PLANE

When it's your turn to move your plane, do the following in order:

- Flip over your command card.

- Roll the number of **black** dice your card indicates and add up the numbers rolled. The sum of the dice roll tells you how many spaces to move your plane.

- Move your plane in the direction your card indicates. See Figure 9 for examples of plane movement.

- You can pass over another plane as you move. If the final space in your move is occupied by another plane, move your plane to the next available space in the direction you're moving. If that other plane occupies a numbered space on the edge of the game board, loop your plane to the opposite side of the game board as described in the **Looping** section on page 7.

- After moving your plane, place your command card back into your card deck for future use.

FIGURE 9

Dice Roll Total of 2: Break Right 2 spaces.   Dice Roll Total of 5: Straight Ahead 5 spaces.

Dice Roll Total of 1: Break Left 1 space.   Dice Roll Total of 3: Break Left 3 spaces.

LOOPING: SPECIAL PLANE MOVEMENT

This unique feature lets your plane exit one end of the game board and re-enter on the opposite side. Here's how:

- If you still have more moves left on your dice roll after landing on the **final numbered** space at the edge of the board, "loop" your plane back to the opposite game board edge and re-enter on the space **with the same number.**

- Continue to move your plane the number of remaining spaces indicated on your dice roll. Movement must continue in the same direction indicated on your command card. Be sure to count the space you re-entered on as one move of your die roll.

FOR EXAMPLE: See Figure 10. Let's say you picked a command card that said, "*Roll 4 black dice...Break right*". If your dice roll adds up to 9, move your plane 6 spaces to space # 130 on the game board. Then "loop" your plane to the opposite side of the board onto space # 130 and move ahead 2 more spaces, for a total of 9 spaces.

- If your move ends on a numbered space at the edge of the game board, leave your plane on that space. You may loop your plane on a subsequent turn. **Exception:** if that final space is occupied by another plane, loop your plane and re-enter on the same number on the opposite side of the game board.

FIRE AT THE ENEMY

1. **When To Fire:** Firing is optional. You can fire at an enemy plane **before or after** you move your plane, as long as it is within your cone of fire. See Figures 11 A and B for a few examples. Within your cone of fire, you can fire at any one enemy plane (even if another plane is in the firing path). Only one shot may be fired per turn.

2. **Choosing Your Weapon:** To fire at an opponent, you must first decide what kind of weapon you want to use: missiles or cannons. The fire power you choose will depend on the amount of ammunition you have left and **the distance between you and the enemy.**

- **Missiles** will travel anywhere within a plane's cone of fire in either a straight, diagonal or "curved" (combination of diagonal and straight) direction. See Figures 12A, B and C. There are 2 kinds of missiles. To fire a **Long Range** missile, you would roll 4 red dice. To fire a **Medium Range** missile, you would roll 3 red dice.
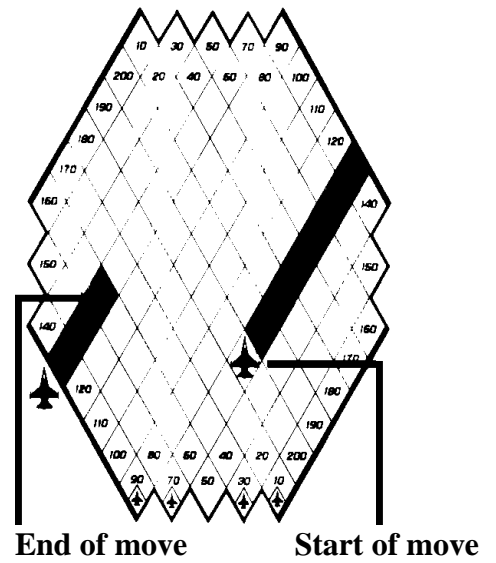
FIGURE 10 —
LOOPING YOUR PLANE

End of move   **Start of move**
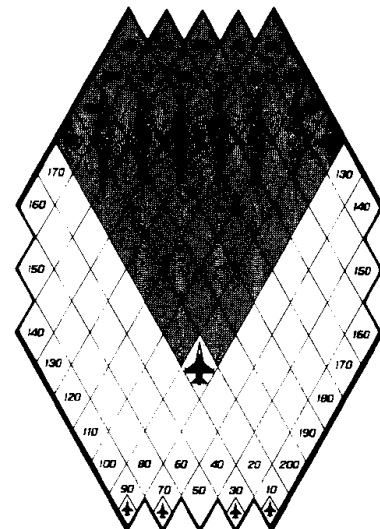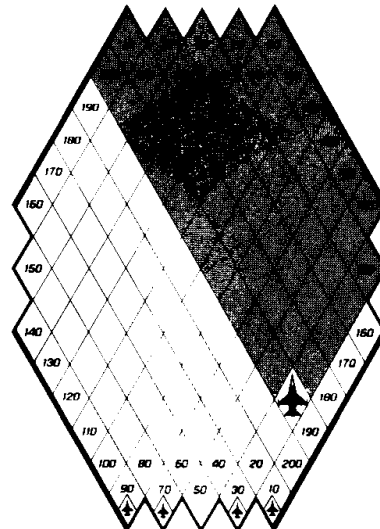
FIGURE 11 A —CONE OF FIRE


FIGURE 11 B —CONE OF FIRE

- **Cannon** fire will travel straight or diagonally only —never in a curved direction. See Figure 13. To fire a cannon, you would roll 2 red dice.

NOTE: If your plane runs out of missiles and cannons, all is not lost! On your next turn, you may reload one **cannon** round **after** you move your plane. You cannot fire until the following turn.

3. After deciding what type of weapon to fire, you must **announce** which plane you are attacking. Then remove the appropriate missile or cannon peg from your battle board and place it next to your plane on the game board.

4. Roll the appropriate amount of red dice (as explained above) and add up the numbers rolled. Then count the spaces from your plane to the target.

5. If the sum of the numbers rolled is equal to or greater than the amount of spaces from your plane to your opponent's plane, you score a hit. If not, you miss. See Figures 14A and B.
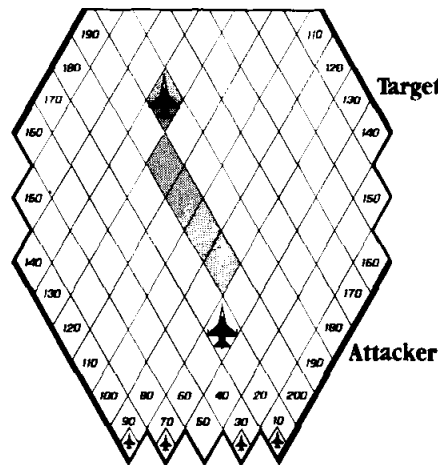
NOTE: Missile and cannon fire cannot "loop" from one end of the board to another, as planes can.
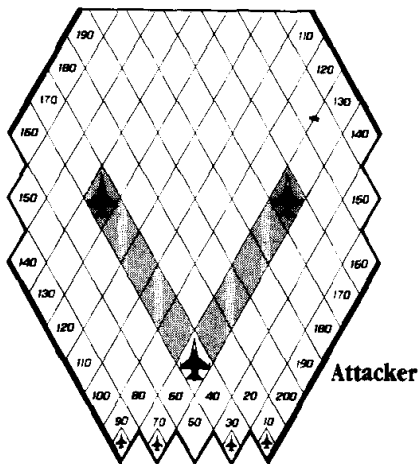
FIGURE 12A —MISSILE ATTACK
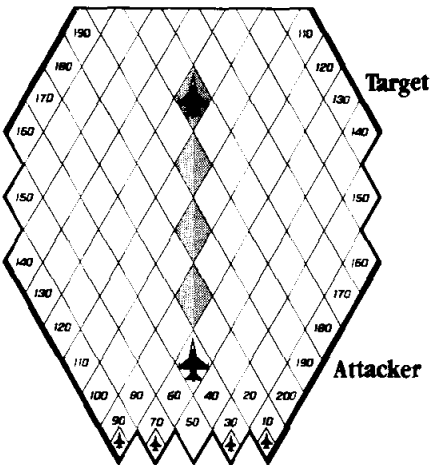
Straight Attack - In this example, a dice roll total of 4 or more is needed to hit the target.

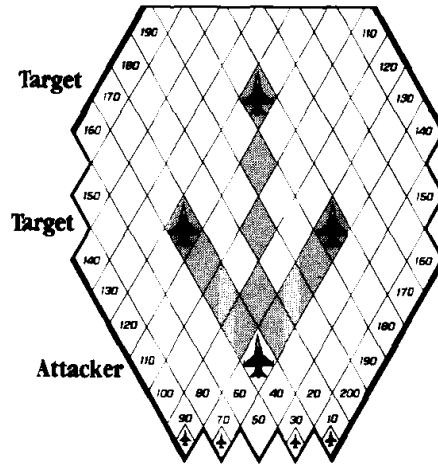### FIGURE 12C —MISSILE ATTACK

Missiles can turn - In this example, a dice roll total of 5 or more is needed to hit the target.

FIGURE 12B —MISSILE ATTACK

Left or Right Diagonal Attack - In these 2 examples, a dice roll total of 5 or more is needed to hit either target.
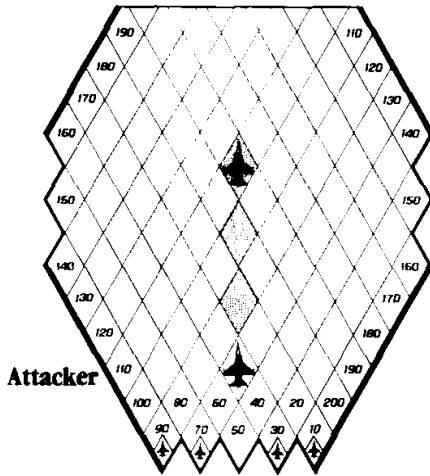
FIGURE 13 —CANNON ATTACK

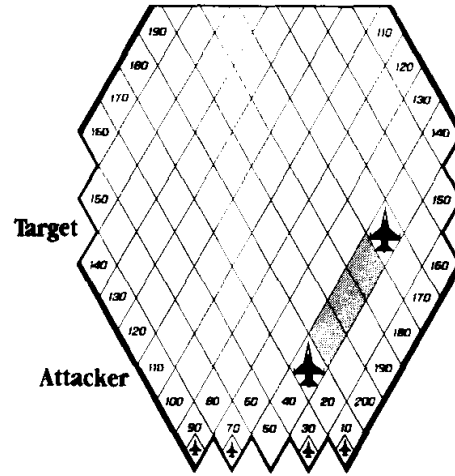Cannons can only fire **straight or diagonally** within the cone of fire.

FIGURE 14A —A HIT

Sum of dice roll: 3

FIGURE 14B —A MISS

Sum of dice roll: 3

DAMAGE CONTROL

Scoring On Your Battle Boards

To determine **what part** of the enemy's plane was hit, you (the attacker) roll 4 **black** dice and add up the numbers rolled. Your opponent must then find that number on his battle board (see Figure 15), take the "attacking" missile or cannon peg that's next to your plane and insert the peg into the appropriate hole on his battle board. If the attacking missile or cannon fire doesn't reach its target, the black dice are not rolled and the peg is put out of play.

FIGURE 15

A roll totalling 4 scores 1 hit to the cockpit.

A roll totalling 12 scores 1 hit to the fuel tank.

A roll totalling 7, 8, or 9 scores 1 hit to the wings.

A roll totalling 10 or 11 scores 1 hit to the engine.

A roll totalling 5 or 6 scores 1 hit to the tail section.
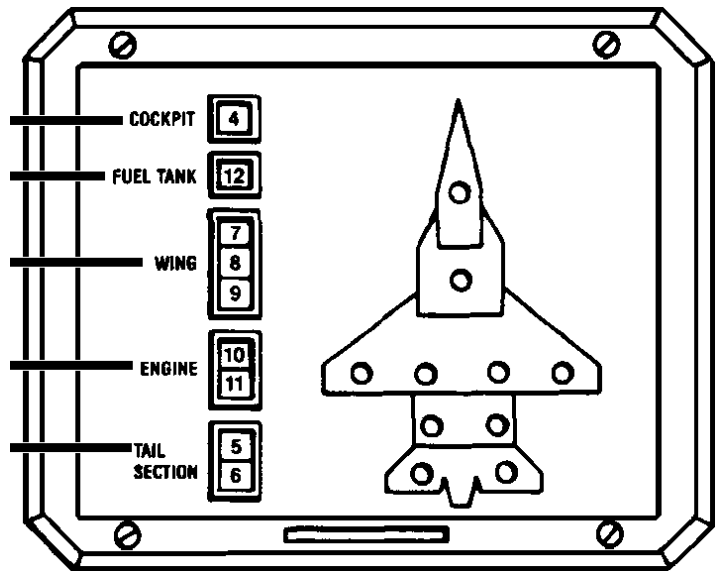
A plane is shot down and out of the game when it is hit…

- Twice in the tail section, or
- Twice in the engine, or
- Four times in the wings, or
- Once in the fuel tank, or
- Once in the cockpit.

DEFENSIVE MANEUVERS

Using Your Protective Flares

1. If an opponent decides to **fire a missile** at your plane, you can "drop" a flare in an effort to protect your plane. Flares can only be used against **missiles,** not against **cannon fire.** Flares are dropped **after** a missile attack is announced by an opponent but **before** he/she rolls the red dice to launch the attack.

2. To drop a flare, remove a flare peg from your battle board. Then place the peg next to your plane.

3. After you place a flare peg next to your plane, the attacker rolls the red dice. The highest single red die number rolled by the attacker is not counted. Only the remaining dice are counted toward the numerical value of that missile.

FOR EXAMPLE: Your plane is 6 spaces away from your opponent's plane. Your opponent rolls two 2's, one 0 and one 5 for a total of 9. If you didn't drop a flare, your opponent would be able to fire a distance of 9 spaces —well within range for a hit . But if you did drop a flare, the 5 die could not be counted. The total rolled would then only be 4 and your plane would not have been hit.

4. After the attack is completed, remove the flare peg from play.

Use flare pegs wisely, as you only have 2 per plane.

WINNING THE GAME

The first team to shoot down both enemy planes wins!

THE ULTIMATE CHALLENGE

Advanced Game Play

Here's how to make **Screaming Eagles** even more exciting:

*   If you decide to fly your plane to the left, actually tilt it to the left and make your move. Then on your next turn, you can fly left again or level off and fly straight. **You cannot fly right on a subsequent turn until you first fly straight.**

*   If you decide to fly your plane to the right, tilt it to the right and make your move. On your next turn, you can fly right again —or level off and fly straight. **You cannot fly left on a subsequent turn until you first fly straight.**

[Additional Material Not in Original Rules]

*   Flares, when dropped, are good for the entire round (i.e. affect all missile attacks against you that round).

*   When your Engine section is hit the first time, **remove all four-dice movement cards** from your deck and put them aside —you can no longer use the afterburners.

*   Firing now occurs once per round, **after** all planes have moved. (This gives a "fairer" fight, but can lengthen the game somewhat)

*   Movement is now resolved in **increasing number of black dice.** Once all players have chosen their command cards, they are all revealed; move the one-die planes first, then the two-dice planes, then the four-dice planes. If two same-speed planes would end up in the same lozenge, each rolls a black die —high roller gets the lozenge, low roller overshoots. Reroll ties.

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