

To win, destroy the enemy.

Each plane has 2 reinforcements (total of 3 life).

Movements cannot be used in two consecutive turns:

- A. Any one motion card
2. Rotate right
3. Rotate right
4. Rotate left
5. Rotate left
6. Pull up
7. Nose down
8. Forward
9. Forward
10. Nose up or down

The following cards can only be played once per life, and they are then discarded.

- J. Missile
- Q. Missile
- K. Missile

For each damage a plane takes, the player must discard a card. If it takes more than three in a turn, it is destroyed immediately. Alternately, the plane is destroyed when it is reduced to 5 cards.

Turn order...

1. Missile moves to adjacent "face" at owner's discretion. Optionally declare explosion.
2. Players flip card 1. Missile explodes if declared. Bullets fire.
3. Missile moves forward 1. Optionally declare explosion.
4. Players flip card 2. Missile explodes if declared. Bullets fire.
5. Missile moves forward 1. Optionally declare explosion.
6. Players flip card 3. Missile explodes if declared. Bullets fire.

When a plane dies, its missiles explode.

Bullets fire two spaces forward and deal one damage.

Missile explosions affect spaces around a face and deal two damage.

If two planes occupy the same space, both planes die immediately.

If a plane falls off the grid, it dies.