

TAKE OFF!

• RULES FOR PLAY •

GAME CONTENTS: One laminated *TAKE OFF!*™ world map; one set of blue and one set of brown *TAKE OFF!*™ flag cards—169 cards total; six fleets of four colored jets each; two eight-sided *TAKE OFF!*™ dice; a phonetic pronunciation guide for the nations and capitals on the reverse of this rules sheet.

PREPARE TO PLAY: Lay out the map. Place the brown *TAKE OFF!*™ cards in a convenient spot on or near the eastern half of the map and the blue cards on or near the western half. The eastern and western halves are separated by an arbitrary vertical line that bisects the map.

Players agree on three things: 1) whether it is permissible to move backward; 2) the color of each player's fleet of jets; 3) the size of all players' fleets: 2, 3 or 4 jets each. It is recommended that beginners use 2-jet fleets—the larger the fleet, the longer the playing time.

THE OBJECT OF THE GAME: To be the first player to “fly” his or her *entire* fleet of jets from Hawaii, at the start, across the map to Hawaii at the finish.

PLAY PROCEEDS with the first player rolling both dice. The resulting colors on the top facets indicate the choice of routes the player's jet(s) may take to the next city. The options are: 1) move one jet along two colored routes successively or 2) move two jets along one colored route each.

For example: the player rolls red and yellow. From Honolulu at the start, one jet may be moved along the red line to Midway, and from there along the yellow line to Tokyo. Or, one jet may be moved along the yellow line to Taipei, and from there along the red line to Wuhan. The final option would be to move one jet to Midway and a second jet to Taipei.

Both colors must be utilized—passing is not allowed. A turn is over when the two moves allowed by the dice facets have been made—unless the player has rolled doubles, which entitle the player to another turn.

When the roll of the dice offers a player no move, the player waits until his next turn. Ability to move backward minimizes these situations.

JET SYMBOL FACET: When the jet symbol rolls up on one of the dice, one jet may be moved along *any* colored route to the next city. A double simply allows two such “wild” color moves.

TAKE OFF!™ FACET: When the *TAKE OFF!*™ facet rolls up the player draws a *TAKE OFF!*™ card. The card directs the player to *take off* to a particular capital city—one jet must be moved directly to that city. Sometimes this means moving backward. If the player does not yet know the country whose capital city has been drawn, the flag on the card can be matched to the corresponding flag located around the perimeter of the map to learn the country's name. You will notice the flags are grouped according to regional proximity.

As long as one of the player's jets remains on the east half of the map, the *TAKE OFF!*™ card must be drawn from the brown card group. After the last jet in a player's fleet has moved onto the west half of the map, the player begins to draw cards from the blue group.

The move directed by a *TAKE OFF!*™ card must be made before a player's turn is complete. If a double *TAKE OFF!*™ is rolled, the player draws two cards and moves one or two jets as directed.

BUMPING OPPONENTS: When a player's jet lands and *stays* on a city occupied by an opponent's jet, the opponent's jet must go back to the start.

Movement of jets during the game would ordinarily progress from right to left. Ability to move backward increases opportunities for bumping.

If a player has moved each of his or her jets to the west half of the map but then has a jet sent back to start, *TAKE OFF!*™ cards must be drawn from the brown group until that last jet again crosses over to the west half.

QUESTIONS ABOUT TAKE OFF!™ will be happily answered if you will write us at RESOURCE GAMES, INC., P.O. BOX 151, REDMOND, WA 98073. Some people have thought up different ways to play. We encourage this and we like to hear about them. Here are some **OPTIONAL PLAY IDEAS:**

- Race West to East (more use of blue cards)
- Fast start the game by drawing *TAKE OFF!*™ card before the first roll of dice. Revert to regular rules procedure thereafter.

For Teaching

- **Increase opportunities to learn** by doubling the requirement to find capital cities—use the jet symbol on the dice to direct players to draw *TAKE OFF!*™ cards; OR, Have players draw a card at the beginning of every turn, then roll the dice (perhaps drawing a card again).
- **Encourage knowledge retention** by awarding an extra move *or* an extra roll of the dice when a player can promptly name the country that goes with a *TAKE OFF!*™ card flag and capital city.
- **Focus attention on a study unit** by culling cards to include only capitals from a region of the world currently being studied.
- **Use the cards by themselves as a flash card game.**

To Make Less Competitive

- **Disallow bumping.**

For Greater Complexity

- **Roll 3 dice at each turn.**

TO REPLACE missing plastic pieces: send a check for \$3.00 payable to Resource Games, Inc. You will receive a new set of plastic playing parts: 2 *TAKE OFF!*™ dice and 24 jets.

NOTES ABOUT THE MAP

The map on the *TAKE OFF!*™ game boards shows all of the world's nations and their capitals except the Vatican, but it does not show all of the populated world. No slight is intended for the extreme northern and southern latitudes which were left off the map for practical reasons.

The projection used for the map is similar to the Van der Grinten projection which has been used by the National Geographic Society and the United States Geologic Survey for some world maps. It is an attempt to provide a compromise between the various spatial deformations inherent in mapping the “spherical” earth onto a flat surface. Linear and areal scales on the map increase from the equator to the poles. The scale at the equator is approximately 1:30,000,000. At a latitude of 45° the scale is approximately 1:20,000,000.

The map reader should be aware that the particular projection for any world map is chosen for reasons which are usually related to the function of the map. Sometimes it is necessary that areas on a map be scaled properly in relation to one another. This will require an “Equal Area” projection. The Mercator projection, which is familiar to many people, results in very large areal distortions in the extreme northern and southern latitudes, but is useful for navigation purposes. The *TAKE OFF!*™ map provides a familiar view of the world in a practical format for a game board.

It can be fun to compare maps of different projections or to compare flat maps to a globe. Note that the straight route lines on the *TAKE OFF!*™ map would not usually represent the shortest straight line distance between the same two cities on a globe. (You can test this with a piece of string stretched between points on the globe.) If you would like to know more about map projections, most world atlases have a concise, informative section describing the various kinds of projections and their uses. We hope that playing *TAKE OFF!*™ will stimulate your curiosity about maps as well as world geography.

—NORTHWEST CARTOGRAPHY, INC.

The nations of the world are in an almost constant state of flux. Names are changed, new flags are created, and new nations are born. We have endeavored to be complete and up to date with regard to the nations, their flags, and capitals. We regret that some changes among the nations could not be included due to production deadlines. The changes as of January 1987 are as follows: Haiti, St. Vincent, and Lesotho have redesigned their flags. We trust that despite these few changes, the richness of the information in *TAKE OFF!*™ will make it a fun and valuable game for you.

—RESOURCE GAMES, INC.

Pronunciation Guide

Capital Cities:

Abidjan - ab i JAHN
Abu Dhabi - ah boo DAHB ee
Accra - uh KRAW
Addis Ababa - ahd uh SAHB uh buh
Aden - AHD n
Amman - uh MAHN
Ankara - ANG kuh ruh
Antananarivo - AHN tuh NAHN uh REE voh
Apia - uh PEE uh
Al Manamah - al muh NAHM uh
Asuncion - uh SOON see OWN
Baghdad - BAG dad
Bamako - BAM uh ko
Bandar Seri Begawan - BUHN der SER ee buh GAH wun
Bangui - bahn GHEE
Banjul - BAHN jool
Basseterre - BAHS tehr
Beirut - bay ROOT
Belmopan - bel mo PAHN
Bissau - bis OW
Bogata - bo guh TAH
Buenos Aires - bway na SAR eez
Canberra - KAN ber uh
Caracas - kuh RAH kus
Castries - ka STREE
Cayenne - kiy EN
Colombo - kuh LUM bo
Conakry - KAHN uh kree
Copenhagen - ko pun HAY gun
Dakar - duh KAR
Dar es Salaam - dar es sa LAHM
Dhaka - DAHK uh
Djibouti - jih BOOT ee
Funafuti - fyoo nuh FYOO tee
Gaborone - gahb uh RONE ee
Harare - huh RAH ray
Honiara - ho nee AHR uh
Islamabad - is LAHM uh bahd
Kabul - KAHB ul
Khartoum - kar TOOM
Kigali - kih GAHL ee
Kinshasa - kin SHAS uh
Kuala Lumpur - kwal uh LUM pooer
Kuwait - kuh WAYT
Lagos - LAY gahs
Libreville - LEE bra vil
Lima - LEE muh
Lilongwe - lih LONG way
Lomé - lo MAY
Luanda - loo AHN duh
Malabo - muh LAHB oh
Malé - MAHL ee
Managua - muh NAHG wah
Maseru - MAZ uh roo
Mbabane - em buh BAHN
Mogadishu - mahg uh DISH oo
Montevideo - mahn tuh vuh DAY o
Moroni - muh RONE ee
Muscat - MUHS kat
Nairobi - nye RO bee
Nassau - NASS ah
N'Djamena - en ja MAY nuh
Niamey - nee AHM ay
Nicosia - nih co SEE uh

Nouakchott - noo AHK shot
Ouagadougou - wah guh DOO goo
Panama - pan uh MAH
Paramaribo - par uh MAR uh bo
Peking - pee king
Phnom Pehn - nahm pen
Prague - prahg
Praia - PRY uh
Quito - KEY toe
Rabat - ruh BAHT
Reykjavik - RAKE ya vik
Riyadh - ree AHD
Roseau - ro ZO
Sana - suh NAH
Sao Tome - sao tuh MAY
Sofia - SO fee uh
Sucre - SOO kray
Taipei - tie pay
Tarawa - tuh RAH wuh
Tegucigalpa - tuh GOO suh GAHL puh
Tehran - tay uh RAHN
Thimphu - thim POO
Tirana - tih RAHN uh
Ulan Bator - oo lahn BAH tor
Vaduz - fah DOOTS
Valetta - vuh LET uh
Vientiane - vyen TYAHN
Windhoek - VINT hook
Yaoundé - yaon DAY

Countries:

Bahrain - bah RAIN
Belize - buh LEEZ
Benin - buh NEEN
Bhutan - boo TAHN
Brunei - BROO nye
Burkina - bur KEEN uh
Burundi - buh ROON dee
Cape Verde - cape verd
Comoros - KAHM uh rose
Czechoslovakia - chek uh slow VAHK ee uh
Gabon - guh BONE
Grenada - gruh NAY duh
Guinea-Bissau - GUIN ee bis OW
Guyana - guy AHN uh
Kampuchea - kam poo CHEE uh
Kiribati - KIR uh bass
Lesotho - luh SO toe
Liechtenstein - LICK tuhn shtyn
Malawi - muh LAH wee
Maldives - MAHL deevz
Mauritius - mo RISH us
Monaco - MAHN uh co
Nauru - nah ROO
Qatar - KAHT er
Rwanda - roo AHN duh
Sao Tomé & Príncipe - sao tuh MAY & PRIN suh puh
Seychelles - say SHELLS
Sierra Leone - see AIR uh lay OWN
Sri Lanka - sree LAHN kuh
Surinam - SIR uh nahm
United Arab Emirates - ih MIR uts
Vanuatu - vahn uh WAH too
Zaire - zah EAR
Zimbabwe - zim BOB way

Notation to map — Bolivia and South Africa have two capital cities; both are represented.