

# Barnstormers

You are the leader of a team of travelling barnstorming stunt pilots, touring the world attending different air shows and showing off your team's ace manoeuvres as part of the World Barnstorming Stunt Team Championships. You and your rival competitors are vying for the prestige of being crowned the *Barnstorming World Champions*.

You must lead your squad of stunt planes through a series of tricky manoeuvres, to impress the judges who have chosen specific stunt formations for you to perform. Can you ply your skills and successfully perform your stunts to earn the coveted competition points awarded by the judges? Will you be first to successfully execute your Trick Stunts, or will you become trapped in a freak thunderstorm and have your planes returned to your hangar?

The competition Air Show takes place over a series of rounds, in which you strive to create different Trick Stunt formations with your planes to score Competition Points (CPs). The winner is the player with the highest CP score at the end of the game, claiming the ultimate prize of being acknowledged as the Barnstorming World Champion!

## Components

Competition Air Show board (double sided), 24 stunt planes (6x4 colours – blue, red, green, yellow), 4 player Hangars (1x4 colours), 4 Tracker Pilots (1x4 colours), 1x8-sided Wind Direction die, 30 Skill and Tactic cards, 48 Trick Stunt cards, 36 Expertise Bonus cards, 18 Judges Request cards, 1 Lead Pilot token, rules.

## Preparation (All Competition Levels)

- 1) The Competition Air Show is defined by a square grid of 7x7 air spaces. The central 5x5 (darker blue) grid is for the 2-player game and are also air spaces for all flying planes.
- 2) Select a coloured Hangar and the matching squad of stunt planes to represent you in the Air Show.

- a) Dispatch four planes in the formation shown (Fig. 1), following the direction arrows, as the way your planes face is important. Place your other two planes in your hangar. All players start with the same formation.

For 2- and 3-player games, please see Appendix A for your alternative plane setup.

- b) You have a matching coloured "pilot" to track your trick stunts earned during the competition. Place it at the start of the scoring track, ready to score.
  - c) Select a first player, giving them the *Wind Direction* die, the Lead Pilot token.
- 3) Separate the **Competition Trick Stunt** cards (red backs) and the **Expertise Bonus** cards (black and white backs) into their respective level decks. Deal two stunt cards from each deck face up in a line to form the Judges' Panel above the board. Place each respective Stunt deck face down above its matching pair of Stunts. The 3 Expertise Level decks are placed face down beside the Stunts.

- 4) Shuffle the **Skill and Tactic** cards (yellow backs). Deal two cards to each player (keeping them secret). Replace any red "Freak" events and reshuffle the deck, if required. Place the deck face down on the board. See also: *Skill and Tactic Cards*.
- 5) **Optional:** Shuffle the **Judges' Request** cards (blue backs) and deal three cards, face up into their places on the board. Return the rest of the deck to the box. See also: *By the Judges' Request* for more information.
- 6) Select a **Competition Level** (Local, Regional, National or Extreme) to set the end game condition and place it on the board, above the Stunt Tracker. See also: *The Air Show Competitions*.

## Entering the Competition Air Show

**Objective:** place your planes in various Stunt formations to earn the required number of Trick Stunts by the end of the game. See: *The Air Show Competitions* for the different end game conditions.

The competition Air Show is conducted over a series of rounds in which players take turns to place their planes in order to execute daring chained manoeuvres and complete a target number of Trick Stunts to score those coveted Competition Points (CPs). Players can apply a combination of Skills and Tactics and Expertise Bonuses throughout the competition to either advance their own position or thwart their rival's plans!

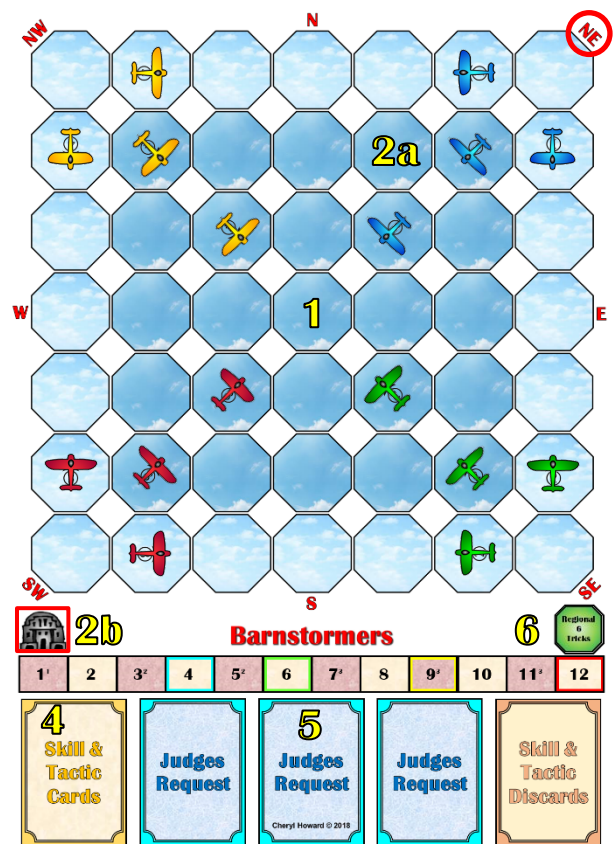


Fig 1: The Barnstormers Air Show 4-player Setup

## Flight Checklist

On your turn, do the following actions in sequence.

### 1) Perform Stunt:

You **MUST** choose two actions during this step. Actions may be done in any order. Repeat actions are permitted. You may also play *one* of your Skill & Tactic cards at any time during this step, before or after an action. This is in *addition* to your two mandatory actions.

#### a) Dispatch a Plane from your Hangar

- ♦ Roll the **compass die** to determine the **wind direction** and the **heading** your plane must face.
- ♦ Place your plane on **any air space** then turn your plane to face the direction rolled (in Fig 1 direction NE is circled).
- ♦ If a plane is later required to move, it **always moves and holds formation** in the direction it is heading.

OR

#### b) (Adjust Heading) Move a Plane

- ♦ **Optional:** You may first adjust the heading of the plane you wish to move by turning it 45° left or right. For example: a plane facing direction N can be adjusted to face direction NE or NW.
- ♦ **Must:** move the selected plane one air space in the direction it is heading.
- ♦ A plane can only move to an adjacent air space if one exists. So, if your plane is on the outer edge of the Air Show (in the clouds) and is forced out of the Air Show (off the board) by your own or a rival's plane OR you choose to fly it out, it is returned to your hangar, ready for dispatch later.

If a plane is *holding formation* in the same air space as your plane, you must **execute manoeuvres** by moving the original plane to an adjacent air space (one space) in the direction it is heading.

- ♦ This move may start a **chained manoeuvre**, forcing other planes to also move to an adjacent air space.
- ♦ Once you begin moving planes, you are committed and must complete all the manoeuvres.

### 2) Score Stunt Formations:

After you have performed your stunt, you may claim a Trick Stunt from the Judges' Panel, and/or a Chained Manoeuvre. See also: *Advanced Game Rules and Other Variations*

#### Trick Stunt Formations

- ♦ The Judges' Panel has six specific **Trick Stunts** displayed for you to perform, and award Competition Points (CPs) for the complexity of the stunt which are scored at the end of the game.

All Trick Stunts can be performed by any player, at any time, in any order, and are claimed during this action.

The formation must be clear of any other of your planes (they are not adjacent to any part of the stunt). Rival planes can be ignored.

In Fig. 3, playing the yellow dotted plane does NOT complete the *Long Flying V* stunt as the circled plane is adjacent. Playing the blue dotted plane earns 7 CPs for the *Closed Diamond* stunt, as the other blue plane is clear of, and not adjacent to, any plane in the stunt.

- ♦ If your planes are in a displayed formation at the start of your turn, you must move at least one plane into or within the new scoring formation before you may claim it.
- ♦ When you perform (create) one of the six available Judges' Trick Stunts, you may claim the Trick Stunt card and keep it face down in front of you.
- ♦ To replace a Trick Stunt, take the top one from its respective deck, flipping it to fill the empty panel slot.

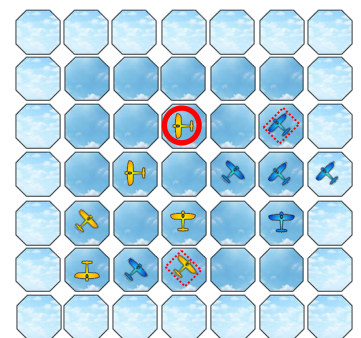


Fig 3: Scoring Trick Stunts

#### Chained Manoeuvres

- ♦ A chained manoeuvre involving any six or more planes during an execute manoeuvres action can earn you a **Level 1 Expertise Bonus** card, which you claim during Step 2 of your Flight Checklist.
- ♦ When performing this type of stunt, count aloud the number of planes (including the initial plane) as each is moved so others can verify your claim. Chained manoeuvres involving fewer than six planes do not qualify for earning the Expertise Bonus card.
- ♦ You may claim a chained manoeuvre and a Trick Stunt in the same turn.

- ♦ An example of a chained manoeuvre is illustrated below (Fig. 2). Placing another plane in air spaces A or B would force either plane out of the Air Show to be returned to their hangar as they are “in the clouds”.

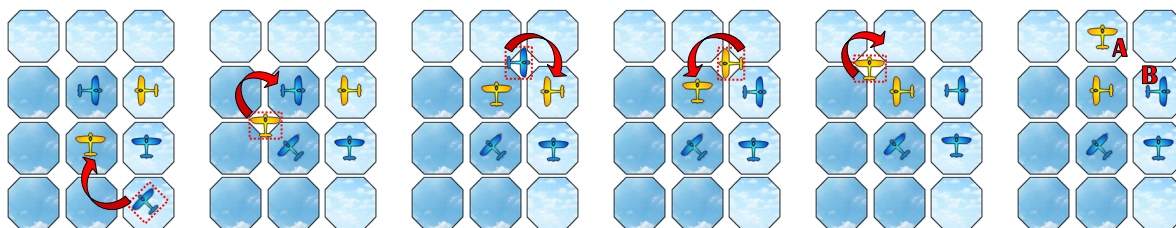


Fig. 2: Chained Manoeuvre in action (the dotted plane is the one being moved)

#### If you performed a stunt this turn:

- ♦ You may score a displayed *Trick Stunt* and/or earn a Level 1 Expertise Bonus card for executing a chained manoeuvre of six or more planes. Chained Manoeuvres **do not** move your Stunt tracker.
- ♦ Move your pilot up one point on the Stunt tracker (Fig. 4). The coloured borders indicate the number of Trick Stunts required for each of the different Competition levels. See also: *The Air Show Competitions*.



Fig 4: The Barnstormers Stunt Tracker

#### If you earned an Expertise Bonus:

- ♦ When you reach an Expertise Level Up point on the Stunt Tracker (Fig. 4: circled), you may take the top **Expertise Bonus** card of the Level indicated by the superscript value (1, 2 or 3). You may choose to take a card from a lower level instead, if you wish.

Expertise Bonus cards can be used at any time during your turn by reading the card aloud and taking the appropriate action. You may play the drawn Bonus card immediately or keep it for later use, as you wish.

Unless otherwise stated, Expertise Bonus cards may be used once then returned, face up, to the bottom of the deck. When the face up cards resurface, reshuffle the deck to create a new draw pile.

### 3) Replace Skill and Tactic Cards:

- ♦ **Before** you draw a card, you **may discard one** of your cards. Draw one or two replacement card(s) until you have two cards in hand. See: *Skill and Tactic Cards*
- ♦ **This ends your turn.** Play passes to the next player in clockwise order.

## Skill and Tactic Cards

The **Skill and Tactic** cards add additional actions to your turn, providing you with different ways in which to complete your daring stunts and manoeuvres. At the start of the game, you are given two of these cards – keep them secret.

You may use one of your cards at any time during the **Perform Stunt** step in your Flight Checklist sequence.

When using a **Skill and Tactic** card, read it aloud and follow its instructions, then discard it. You must complete the action(s) on the card, before you continue your next action or Step in the Flight Checklist sequence. By using these cards, you can enhance your manoeuvrability around the air show or foil a rival's plans.

Used cards are replaced during the *Replace Skill and Tactic Cards* step (Step 3). However, before drawing, you may also discard one card and replace it during this action. You must always end up with two cards in your hand.

A red “Freak” card plays out its effects immediately and is then discarded. You must then draw another card.

Reshuffle the discards when the draw deck runs out to create a new draw deck, as often as required. With each reshuffle, remove one random red “Freak” card and return it to the box.

See also: *Appendix B* for a table of all available Skill and Tactic Cards.

## By the Judges' Request

To add a little more challenge to your game you may include the **Judges' Request** cards. These cards allow you to score additional points at the end of the game for the number and/or types of Trick Stunts you complete.

During setup (Step 5), three cards are randomly selected from the deck and placed on the board. During the game you should try to complete stunts that will earn you the bonus points as stated on these cards.

At the end of the game, if you have successfully completed or met the stated criteria on any or all of the cards, you score the bonus CPs, adjusting your final score as required.

For advanced players, you may also deal two Request cards to each player, keeping one and discarding the other, giving you an extra secret objective to complete. These are revealed and scored at the end of the game as normal.

## The Air Show Competitions

There are 4 competition levels available in the game. Select one and display the matching token on the board.

- ♦ The **Local Qualifier** competition requires 4 Trick Stunts to be performed (easy: 15-20 minutes).
- ♦ The **Regional Titles** competition requires 6 Trick Stunts to be performed (tricky: 20-30 minutes).
- ♦ The **National Titles** competition requires 9 Trick Stunts to be performed (hard: 30-45 minutes).
- ♦ The **Extreme Titles** competition requires 12 Trick Stunts to be performed (long: 45+ minutes).

The competition is over (at the end of the current round):

- 1) when a player reaches the required number of trick stunts for the competition level OR
- 2) when the last Trick Stunt from one of the Stunt levels (green, yellow or red) is performed by a player

Scoring is calculated at the end of the game, so players should always keep their Trick Stunt cards as well as any Expertise Bonus cards secret, face down in front of them, throughout the game. See also: *By the Judges' Request*.

## Determining the Winner

The first player to reach one of the above end game conditions, triggers the end of the competition. All players complete their turn for the round – ensuring all players have had the same number of turns. You must now:

- ♦ add up the total points for your claimed Trick Stunts
- ♦ determine if you have successfully completed the stated criteria on any or all of the Judges' Request cards (if you also have secret Requests you reveal and score them now)
- ♦ if you have end game bonus points from Expertise Bonus cards also add these points to your final score

The player who has earned the most Competition Points (CPs) is acknowledged as the winner and is free to celebrate in a manner befitting the new Barnstorming World Champion!

## Breaking Ties

If two or more players have the highest number of Competition Points, then ties are broken by:

- ♦ the player with the highest total value of Trick Stunts
- ♦ then the player with the most red, then yellow, then green Trick Stunts

Seriously, if there is still a tie, then the win is shared. All of you go celebrate being awesome pilots!

... Enjoy many hours of barnstorming fun ...

## Advanced Game Rules and Other Variations

Any of the following optional rules may be added to spice up the game play or increase the challenge of the game, to suit a range of player preferences, skills and experience. All players must agree to the variation(s) before play.

### For More Challenging Game Play

Once players are familiar with the general game play, one or more of the following additional or alternative game play rules may be added, to create a more challenging game.

- 1) **Advanced Air Show:** Player may choose to use the advanced game board (\*Barnstormers\*). The initial plane setup allows players to interact with rival planes almost immediately.
- 2) **Specialist Stunts:** At the beginning of the game each player is dealt one Red Trick Stunt, keeping it secret. The remaining red stunts are reshuffled for the Red Trick Stunt deck, as per setup.

When a player successfully performs their secret *Specialist Stunt*, they can claim and score that stunt instead of one from the Judges' Panel. A Specialist stunt counts towards a player's total for the competition.

- 3) **Mystery Stunts:** Shuffle all the Trick Stunt cards into a single deck, then deal all the Trick Stunts evenly amongst all players. Each selects and keeps stunts equal to the number of stunts required for the competition (4, 6, 9 or 12), returning any others to their separate Trick Stunt decks. Reshuffle each deck, if applicable, and place them by the board as per normal setup.

**Exception:** In the 4-player extreme mode, all stunts will be from the players' hand of secret stunts. However, players may choose to conduct a 2-round draft, selecting two cards to pass to the player on their left and then repeat, passing another two cards to the player opposite.

Players can now perform any Trick stunt from the Judges' Panel OR a secret stunt from their hand.



## Appendix A :: 2- and 3-player Setup Variations

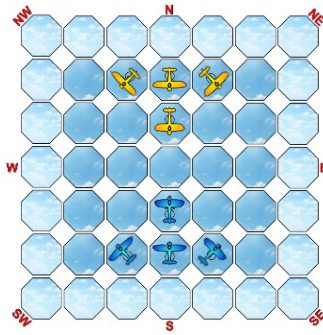


Fig 5: 2-player setup

For 2 players, the only major difference is the size of the Air Show – being reduced to a 5x5 grid.

Each player has the same starting formation (as shown in Fig. 5) and starts on opposing sides of the board – North vs South OR East vs West are both permitted.

The only modification required is when planes are forced into the clouds (outer circuit) they are returned to their hangars.

For 3 players, the only change is the initial plane setup for the third player (as shown in Fig. 6).

In both variations, all other game rules apply.

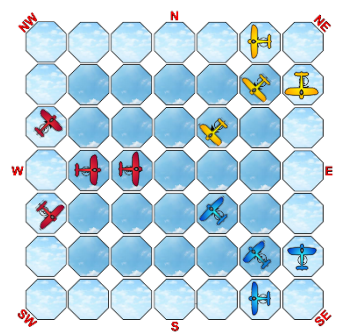


Fig 6: 3-player setup

## Appendix B :: 30 Skill and Tactic Cards (number in deck)

<b>Move Rival Plane (1)</b> You can move any rival's plane either out of your way or to break up a rival's formation(s).	<b>Adjust AND Move a Plane (1)</b> Like <i>Move Rival Plane</i> but better, because you can also adjust the heading of your rival's plane before you move it.
<b>Move Two Planes (2)</b> Sometimes being able to move two planes in the same turn allows you to create a formation, before your rival's destroy it!	<b>Double Speed (2)</b> This card also allows you to fly a plane out of the Air Show, if it is in the middle or outer air spaces and heading in the right direction.
<b>Dispatch Two Planes (1)</b> You cannot dispatch a plane, then move another before dispatching the second plane when using this card.	<b>Dispatch AND Move Planes (2)</b> After dispatching a plane, you may choose to move it or any of your other planes as normal. This can be a very powerful card.
<b>Dispatch a Plane (4)</b> You do not have to roll your heading when dispatching a plane.	<b>Swap any Two Planes (3)</b> Just the thing you need if you're one plane away from a formation!
<b>Recall any Plane (3)</b> Useful for returning a "wayward" plane to the hanger or to remove a rival's plane from the Air Show, ready for dispatch on next turn.	<b>Encounter a Tailwind (3)</b> Choose any of your planes (in the air) and put it into any other air space (empty or occupied). Execute manoeuvres if required.
<b>Loop the Loop (3)</b> This card allows you to move backwards one air space, moving in the direction of your tail instead of your propeller.	<b>Intercept Orders (2)</b> Use to move a rival's plane out of the way or break up their potential formation or reset the heading of your own plane before moving it.
<b>Freak Windstorm (2) Play this card immediately when drawn.</b> The player drawing the card rolls the compass die. Then each player resets the heading of a plane belonging to their clockwise rival to match the direction rolled on the die and move it one air space.	<b>Freak Thunderstorm (1) Play this card immediately when drawn.</b> Each player must select a plane to return to their hangar.

## Appendix C :: 36 Expertise Bonus Cards (level: number in deck)

<b>+1 S&amp;T Card (1:4)</b> Add another Skill and Tactic card to your hand, giving you 3 options from which to choose when performing stunts. Once you have used the extra skill card you do not replace it.	<b>Play 2 Skill and Tactic Cards (1:2)</b> This card allows you to play both your Skill and Tactic cards when performing a stunt. You must replace both Skill and Tactic cards at the end of your turn.
<b>+1 Action (1:4)</b> You can use this card when performing a stunt to give you an extra action. It can also be combined with a Skill and Tactic card.	<b>Play All Skill and Tactic Cards (1:1)</b> This card allows you to play all your Skill and Tactic cards when performing a stunt. Best used with +1 S&T so you can play 3 cards.
<b>Reset Headings (1:2)</b> You can select any 2 planes in the Air Show and reset their current heading to the direction of your choice.	<b>Recall Planes (1:2)</b> You can select any 2 planes in the Air Show and return them to their respective hangars. They may be your own or rivals' planes.
<b>Immunity to Freak Events (1:1)</b> You can play this card to ignore the penalty of any Freak Event.	<b>+2 Actions (2:2)</b> You can use this card when performing a stunt to give you two extra actions. It can also be combined with a Skill and Tactic card.
<b>Flying Aces (2:2)</b> Display this card so you can claim an Level 1 Expertise Bonus with chained manoeuvres of 5 or more planes instead of 6 or more planes.	<b>Barnstormer or Performance Award (2:2)</b> Keep this card to score +5 bonus points at the end of the game.
<b>Reset and Move Planes (2:3)</b> You can select any 2 planes in the Air Show and reset their current heading to the direction of your choice and move them one air space in its new direction.	<b>Reserve a Trick Stunt (2:3)</b> When played, you may choose any displayed Trick Stunt from the Judges' Panel, placing it in front of you to complete when you can. Once completed, you score the Trick stunt and turn it face down.
<b>Recall Rival Planes (3:1)</b> All your rivals must select a plane to return to their hangar. Your own planes are not effected by this recall.	<b>Reset Headings (3:2)</b> You can select from one to all of your planes in the Air Show and reset their current heading to the direction of your choice.
<b>Precision Flying (3:2)</b> At the end of the game you may select any of your Trick Stunts and score double points for that stunt only. It <i>does not</i> apply to multiple stunts with the same name.	<b>Discard 2/All Trick Stunts (3:2/1)</b> When played, you must remove 2/All of the displayed Trick Stunts in the Judges' Panel and replace them with new ones from appropriate Stunt deck(s).

## Appendix D :: Glossary of Terms

<b>Adjacent</b>	Air spaces in the Air Show are considered adjacent when they are in any of the eight spaces surrounding a plane, either orthogonally or diagonally.
<b>Adjust Heading</b>	When adjusting the heading of a plane, turn it 45° to the left or right – adjusting the heading from N, would now have the plane facing in either direction NW or NE.
<b>Air Show</b>	The 7x7 grid of <i>air spaces</i> that make up the playing board. The darker 5x5 grid makes up the playing board for 2-player games only, otherwise are incorporated in the larger Air Show.
<b>Chained Manoeuvres</b>	A chain manoeuvre consists of any number of planes moved when executing manoeuvres. You should count aloud the number of planes involved in the manoeuvre for others to verify your claim. If 6 or more planes are involved in the manoeuvre you may claim a Level 1 Expertise Bonus card.
<b>Competition End Condition</b>	Reaching the stated end game condition triggers the end of the competition. All players complete their turn for that round. End game conditions include a) a player reaching the target number of Trick Stunts (4, 6, 9, or 12) OR b) any Trick Stunt deck from the Judges' Panel runs out of cards.
<b>Dispatch</b>	Move a plane from its hangar to any air space within the Air Show, whether the space is empty or not. Planes must face the direction rolled on the <i>wind direction</i> (compass) die, unless otherwise directed.
<b>Execute Manoeuvres</b>	If another plane is holding formation in the same space as your plane, then execute manoeuvres by moving the original plane one space forward in the direction it is facing. Continue moving planes until no further manoeuvres are required.
<b>Expertise Bonus</b>	These are acquired when you perform a certain number of Trick Stunts – indicated in red on the Stunt Tracker OR when performing a Chained Manoeuvre involving 6 or more planes. Expertise Bonus cards can be used at any time during your turn as a free action, after they are acquired.
<b>Flight Checklist</b>	The sequence of actions each player takes during their turn. The checklist is summarised on each player's hangar for convenience.
<b>Hangar</b>	The player board where planes reside before being dispatched into the air.
<b>Heading</b>	The direction a plane is facing while holding formation and the direction in which it will move when initiating or executing manoeuvres. A plane's heading is usually controlled by rolling the compass die. See also: <i>Adjust Heading</i> and <i>Reset Heading</i>
<b>Holding Formation</b>	The direction a plane is facing when placed in the Air Show. Once a plane is placed, it maintains this direction until its heading is adjusted or reset by its owner or a rival.
<b>Judges' Request</b>	An open or secret goal that players can attempt to reach during the game in order to score bonus points at the end of the game. Using Judges' Requests is optional and may significantly influence the final scores.
<b>Lead Pilot</b>	The first player of the round in which all players take a turn. A round is considered over when play returns to the Lead Pilot – important when the end of the game is triggered.
<b>Manoeuvre</b>	Pushing a plane forward one air space in the direction it is facing. See also: <i>Execute Manoeuvres</i>
<b>Perform Stunt</b>	The mandatory actions a player must take during their turn to perform a stunt. A player may either a) dispatch 1 or 2 planes; b) adjust the heading then move 1 or 2 planes; OR c) a combination of dispatching and moving planes. A Skill and Tactic card may be used at any time during this step.
<b>Reset Heading</b>	When resetting the heading of a plane, turn it to face any direction – resetting the heading from N, would now have the plane facing in any direction clockwise from NE through to NW.
<b>Rival</b>	A rival's plane is any plane that is not your colour.
<b>Skill &amp; Tactic</b>	These cards give you extra options which may be played at any time during your <i>Perform Stunt</i> actions. See also: <i>Skill and Tactic Cards</i>
<b>Trick Stunt</b>	A specific formation of the same colour planes that match the formation on any one of the current Judges' Trick Stunts. To claim a Trick Stunt, planes of the same colour cannot be adjacent to the formation. However, all rival planes are ignored.
<b>Wind Direction</b>	The wind is unpredictable, so before you dispatch your planes you must determine the current wind direction by rolling the compass die then dispatch your planes heading in that direction.