

<p>Judges' Request</p> <p>All your Trick Stunts are the same colour.</p> <p>+8 CPs</p>	<p>Judges' Request</p> <p>You have the most green Trick Stunts. [16 in deck]</p> <p>+8 CPs</p>	<p>Judges' Request</p> <p>You have the most yellow Trick Stunts. [12 in deck]</p> <p>+8 CPs</p>	<p>Judges' Request</p> <p>You have the most red Trick Stunts. [8 in deck]</p> <p>+8 CPs</p>	<p>Judges' Request</p> <p>For each set of 1 green, 1 yellow and 1 red Trick Stunts.</p> <p>+4 CPs</p>	<p>Judges' Request</p> <p>You have performed no duplicate Trick Stunts.</p> <p>+6 CPs</p>
<p>Judges' Request</p> <p>You have the lowest point Trick Stunt.</p> <p>+6 CPs</p>	<p>Judges' Request</p> <p>You have the highest point Trick Stunt.</p> <p>+6 CPs</p>	<p>Judges' Request</p> <p>For each green Trick Stunt you have performed.</p> <p>+1 CPs</p>	<p>Judges' Request</p> <p>For each yellow Trick Stunt you have performed.</p> <p>+2 CPs</p>	<p>Judges' Request</p> <p>For each red Trick Stunt you have performed.</p> <p>+3 CPs</p>	<p>Judges' Request</p> <p>For each plane remaining in the air.</p> <p>+1 CP</p>
<p>Judges' Request</p> <p>All your Trick Stunts are worth different point values.</p> <p>+10 CPs</p>	<p>Judges' Request</p> <p>For each set of 3 of the same colour Trick Stunt (all colour sets).</p> <p>+3 CPs</p>	<p>Judges' Request</p> <p>For each pair of duplicate Trick Stunts.</p> <p>+4 CPs</p>	<p>Judges' Request</p> <p>All your Trick Stunts are worth 6 points or less.</p> <p>+8 CPs</p>	<p>Judges' Request</p> <p>All your Trick Stunts are worth 5 points or more.</p> <p>+8 CPs</p>	<p>Judges' Request</p> <p>For each set of 3 of the same value Trick Stunt.</p> <p>+3 CPs</p>



**Adjust AND
Move a Plane**

Adjust the heading of a rival's plane and move it one air space in its new direction.

**Move
Rival Plane**

Move any rival's plane one air space without changing its heading.

**Move
Two Planes**

Move two of your planes one air space without changing its heading.

**Move
Two Planes**

Move two of your planes one air space without changing its heading.

**Dispatch
Two Planes**

Dispatch two planes.
Set the headings to the direction of your choice.

**Dispatch
a Plane**

Set the heading of your next dispatched plane to the direction of your choice.

**Swap Any
Two Planes**

Swap the positions of any two planes.

Maintain each plane's current heading.

**Recall
any Plane**

Select any plane and return it to its hangar.

**Recall
any Plane**

Select any plane and return it to its hangar.

**Dispatch
a Plane**

Set the heading of your next dispatched plane to the direction of your choice.

**Intercept
Orders**

Reset the heading of any plane to the direction of your choice and move it one air space.

**Intercept
Orders**

Reset the heading of any plane to the direction of your choice and move it one air space.

**Loop the
Loop**

Execute a superb loop-the-loop to move backwards one air space.

Maintain your plane's current heading.

**Loop the
Loop**

Execute a superb loop-the-loop to move backwards one air space.

Maintain your plane's current heading.

**Loop the
Loop**

Execute a superb loop-the-loop to move backwards one air space.

Maintain your plane's current heading.

**Dispatch &
Move Planes**

Dispatch a plane then move any of your planes one air space.

**Dispatch &
Move Planes**

Dispatch a plane then move any of your planes one air space.

**Swap Any
Two Planes**

Swap the positions of any two planes.

Maintain each plane's current heading.

**Encounter
a Tailwind**

Place one of your
planes in any
other air space.

Maintain your
plane's current
heading.

**Encounter
a Tailwind**

Place one of your
planes in any
other air space.

Maintain your
plane's current
heading.

**Encounter
a Tailwind**

Place one of your
planes in any
other air space.

Maintain your
plane's current
heading.

**Freak
Windstorm**

All players must reset
the heading of a
plane of the player on
their left to match
the die roll and move
it one air space.

Play this card
immediately when
drawn.

**Freak
Windstorm**

All players must reset
the heading of a
plane of the player on
their left to match
the die roll and move
it one air space.

Play this card
immediately when
drawn.

**Freak
Thunderstorm**

All players must
return one plane to
their hangar.

Play this card
immediately when
drawn.

**Double
Speed**

Move one of
your planes
two air spaces
without changing
its heading,
flying over any
plane en route.

**Double
Speed**

Move one of
your planes
two air spaces
without changing
its heading,
flying over any
plane en route.

**Dispatch
a Plane**

Set the heading
of your next
dispatched plane
to the direction of
your choice.

**Dispatch
a Plane**

Set the heading
of your next
dispatched plane
to the direction of
your choice.

**Swap Any
Two Planes**

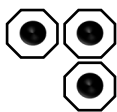
Swap the
positions of any
two planes.

Maintain each
plane's current
heading.

**Recall
any Plane**

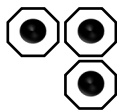
Select any
plane and return
it to its hangar.

**Tight
Flying V**



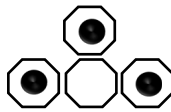
Points: **3**

**Tight
Flying V**



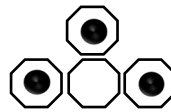
Points: **3**

**Open
Flying V**



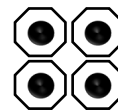
Points: **3**

**Open
Flying V**



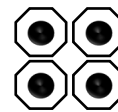
Points: **3**

**Tight
Square**



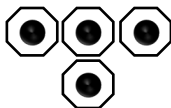
Points: **4**

**Tight
Square**



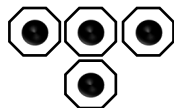
Points: **4**

**Tight
T-Cluster**



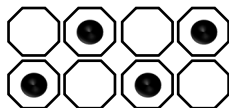
Points: **5**

**Tight
T-Cluster**



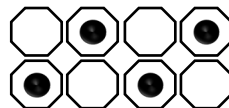
Points: **5**

**Little
Zig-Zag**



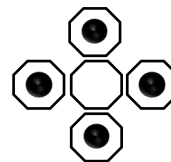
Points: **4**

**Little
Zig-Zag**



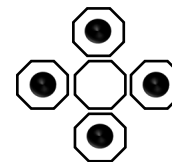
Points: **4**

**Open
Diamond**



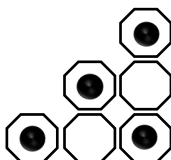
Points: **4**

**Open
Diamond**



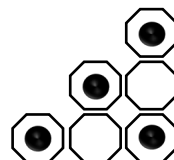
Points: **4**

**Tilted
T-Cluster**



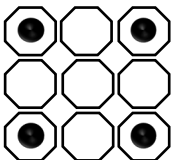
Points: **5**

**Tilted
T-Cluster**



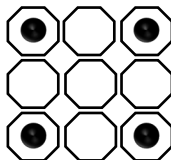
Points: **5**

**Open
Square**



Points: **4**

**Open
Square**



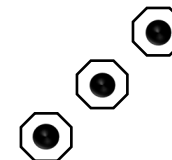
Points: **4**

**Short
Straight**

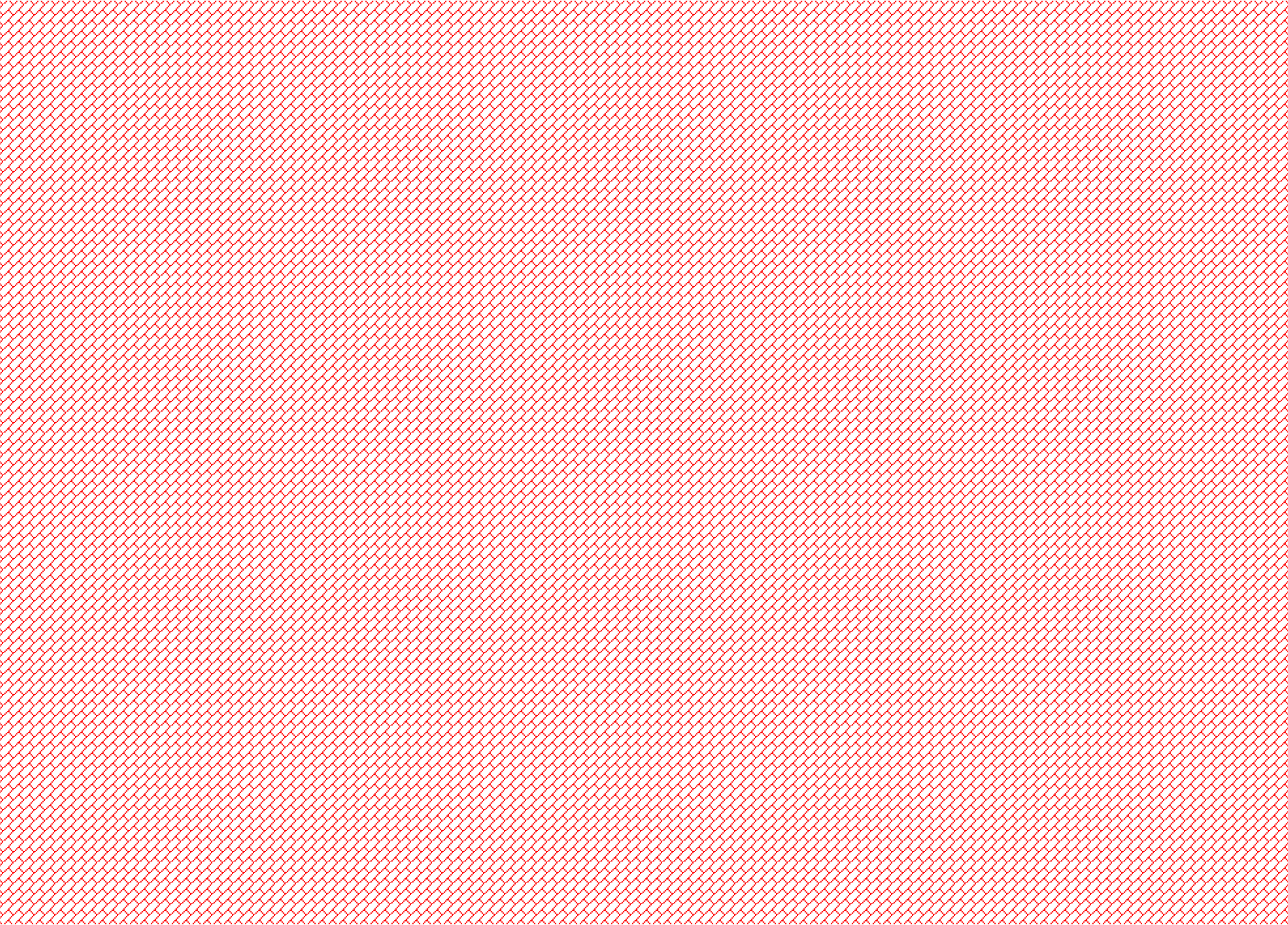


Points: **3**

**Short
Slant**



Points: **3**

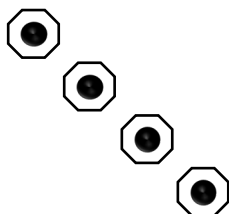


**Standard
Straight**



Points: **4**

**Standard
Slant**



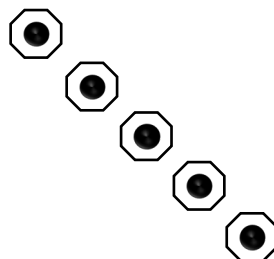
Points: **4**

**Long
Straight**



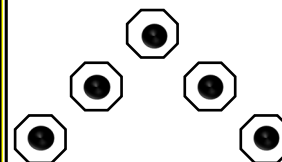
Points: **5**

**Long
Slant**



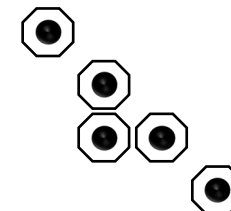
Points: **5**

**Big
Arrow**



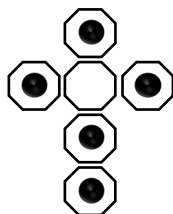
Points: **7**

**Kinky
Line**



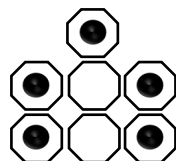
Points: **7**

**Open
Cross**



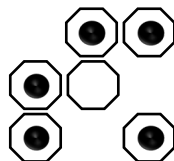
Points: **5**

**Long
Flying V**



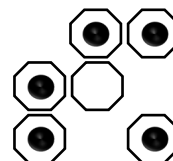
Points: **5**

**Swift
Hawk**



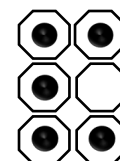
Points: **6**

**Swift
Hawk**



Points: **6**

**Square
Wedge**



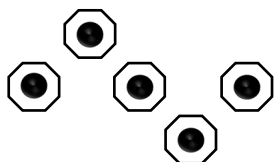
Points: **6**

**Square
Wedge**



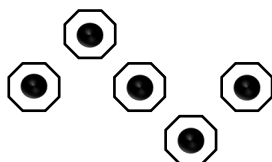
Points: **6**

**Big
Zig-Zag**



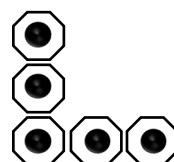
Points: **6**

**Big
Zig-Zag**



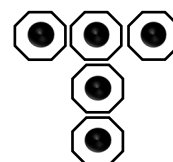
Points: **6**

**Long
Lazy "L"**



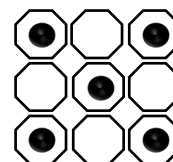
Points: **7**

**Big T
Cluster**



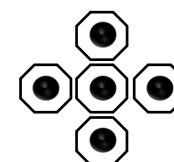
Points: **7**

**X-Wing
Cluster**

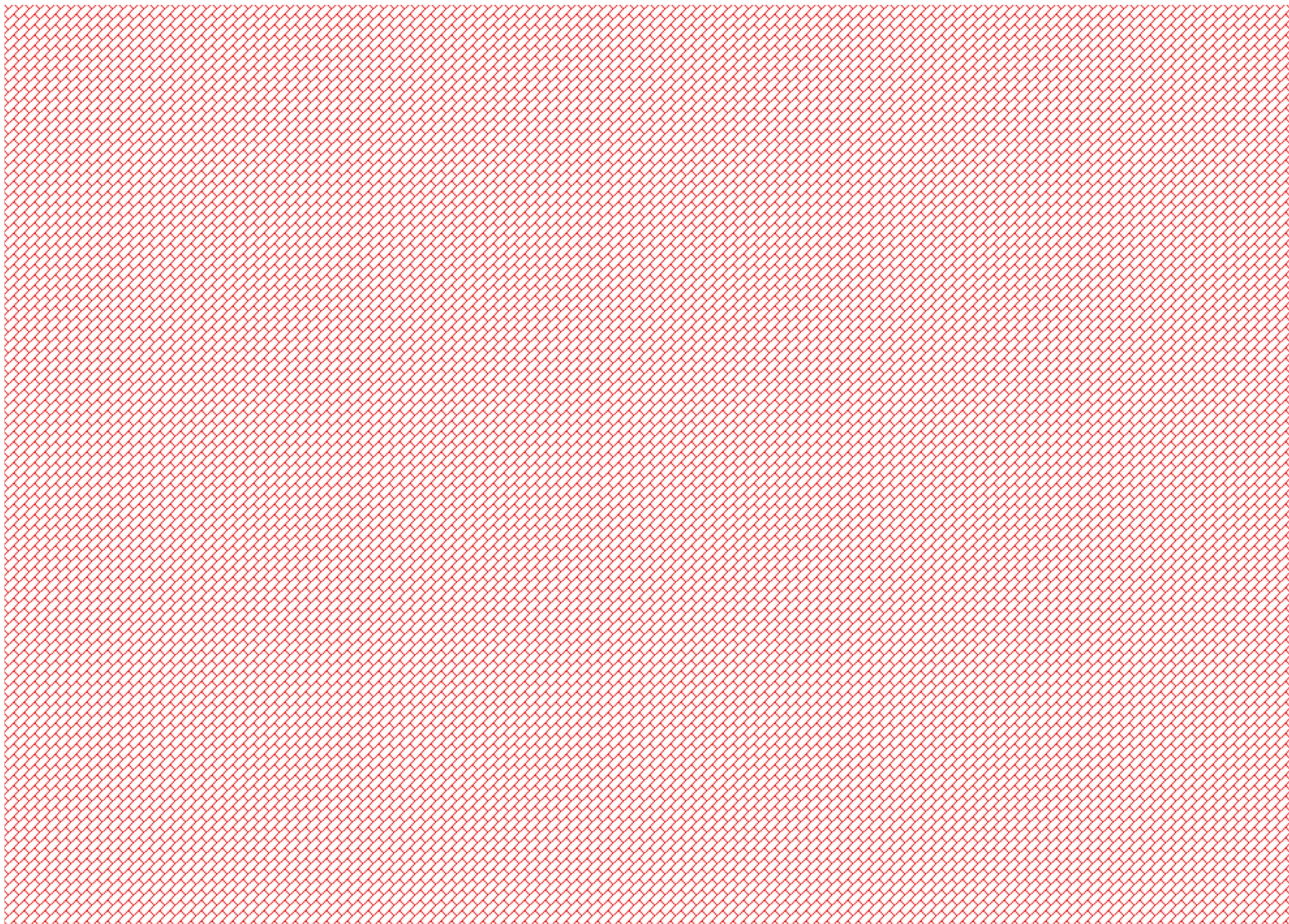


Points: **7**

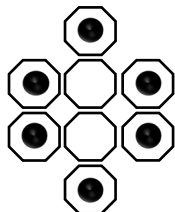
**Closed
Diamond**



Points: **7**

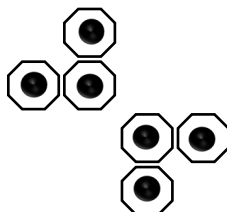


**Big O
Cluster**



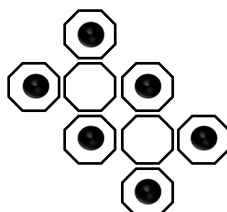
Points: **6**

**Dog
Bone**



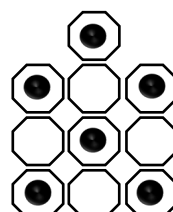
Points: **6**

**Double
Diamond**



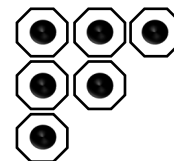
Points: **8**

**The Flying
Fish**



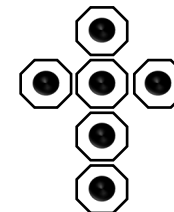
Points: **8**

**The Flying
Wedge**



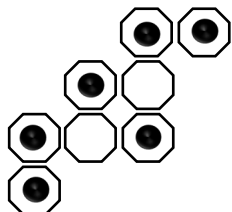
Points: **9**

**Completed
Cross**



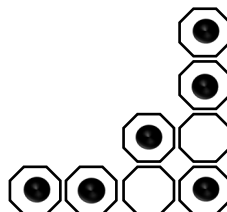
Points: **9**

**The Flying
Eagle**



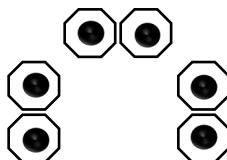
Points: **7**

**Exploded
Wedge**



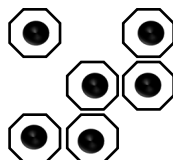
Points: **7**

**Big U
Cluster**



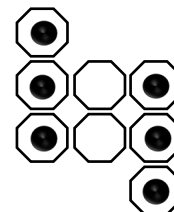
Points: **6**

**Bird
of Prey**



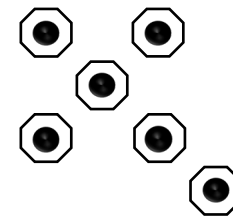
Points: **7**

**Duel
Tracks**



Points: **8**

**Tilted
Cross**



Points: **9**

