

**Air and Space Power In a Box Lite facilitates targeted conversation on the future of air and space power. The aim of the game is for players to explore a range of air and space power questions and concepts. Players will learn about air and space power as the game is played, and also identify ways that air and space power can be employed in the future to benefit the Joint Force.**



AIR AND SPACE  
POWER CENTRE



**GAME INSTRUCTIONS**

## QR CODE

Each card features a QR code in the lower-right corner. The QR code provides a link to a website with resources that provide information about the card topic.

- › Air and Space Power In a Box Lite is designed for 2-6 players and a playing time of 10-20 minutes.
- › Air and Space Power In a Box Lite has 66 Question cards and additional cards to use to write your own questions.

## HOW TO PLAY

- › Draw a Question card and discuss with the group.
- › Discuss how this question relates to the future of air and space power.
- › A round of the game is finished when player discussion of the selected card has been completed.
- › If your discussions raise issues you'd like to see discussed in the air power and space power context, let us know.

## DIFFICULTY LEVEL

Each card in Air and Space Power In a Box Lite has a difficulty level indicating the complexity of the question. This is shown in the top-right corner of each card. The difficulty level allows for various levels of knowledge and different lengths of discussion.



Introduce terminology and concepts to facilitate exploratory discussion.



Apply air and space power terminology and knowledge to more advanced discussion.



Incorporate high-level concepts to facilitate complex discussion.