

Game 3	Commercial Transports	General Aviation	Fighters	Aircraft Designers	Aerodynamics	Stability & Control
Game 4	Amphibians	<u>Homebuilts</u>	Interceptors	Politicians	Performance	Materials & Processes
Game 5	Bombers	<u>Autoqyros</u>	Lighter than Air	Military Leaders	Propulsion	Structures
Game 6	Before WWI	Naval Aviation	Transport Helicopters	Aerospace Professors	Strength of Materials	Fluid Mechanics
Game 7	Gliders	X-Planes	Launch Vehicles	Astronauts	Weight Sizing	Conversions
Game 8	Cold War	Tactical Missiles	Commercial Transports	First Flights	Stability and Control	Piston Engines
Game 9	Russian Aerospace	European Aerospace	Canadian Aerospace	Doctrines & Agreements	Rocket Engines	Jet Engines
Game 10	Experimental Airplanes	Experimental Rotorcraft	Attack Airplanes	Corporate Leaders	Wing Sizing	Configurations
Game 11	Business Transports	Prehistoric Aerospace Devices & Lore	VTOL Aircraft	KU Professors	Stability and Control	Exoatmospherics
Game 12	NASA Trivia	Surface-to-Air Missiles	Unusual Weapons	Aerospace Laws	The Atmosphere	Materials & Processes
Game 13	Military Transports	Pioneer Years	Low Observables Aircraft	Combat Pilots	Supersonic Aerodynamics	Aircraft Configurations
Game 14	Aerospace Economics	Strategic Missiles	Hard-Launched Munitions	Aerospace Museums	Guidance, Navigation & Control	Aerospace Safety Practices
Game 15	Urban Air Mobility	Flying Toys and Sports	Air Crashes and Fatalities	KU & KUAE History	Design Practices	Circuits and Instrumentation
Game 16	Record Setters	Failed Designs	Aerospace Scandals & Cover-Ups	Dirty Politics	Design Practices	Finite Element Methods