

# Alphabet Air

(Updated: May 22, 2025)

*Airlines have lost plenty of luggage. Use your planes to collect that lost luggage. Load your plane with 26 bags to win.*

**Alphabet Air** is a simple board game for two to six players, aged 6+. It is a game of collecting A-Z luggage tags while flying from airport to airport. Learn North American geography at the same time.



## **LASERCUT COMPONENTS**

Packaged in a pizza box and offered in three map formats:

- game board (magnetic sections or ~150 wooden or magnetic puzzle pieces)
- 40 airport destination cards
- 6 airplanes
- 6 dry erase luggage boards
- 6 dry erase markers
- 18 airport locators (six sets of three colors)
- 2 white dice
- 1 coloured die.

## **SETUP**

1. Assemble the gameboard map.
2. Give each player an airplane, dry erase marker and luggage card.
3. Each player places their airplane at any airport.
4. Shuffle the destination cards.
5. Give each player three airport destination cards.
6. Discard the remaining destination cards.
7. Give each player three airport locators of the same color.
8. Players find and mark their destination airports with their locator signs.
9. Choose a random player to initiate the first dice roll.

## OVERVIEW

Move planes to various airports along air routes to collect lost luggage (letters) and land at three random destinations.

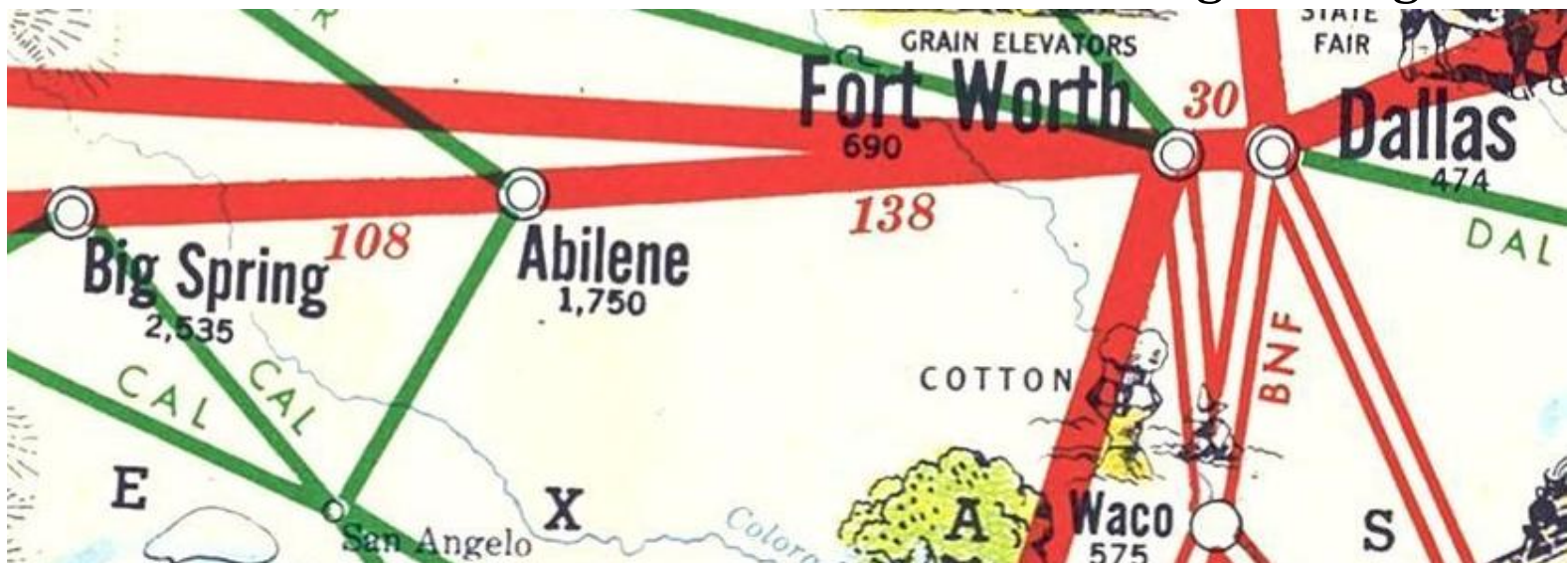
Completely fill out your luggage card and dispose of all of your destination cards to win one round. Win three rounds to win the game.

## FLIGHT ROUTES

Flight routes are the straight coloured lines on the map. They connect airports. Your plane cannot deviate from a flight route and must always fly to an airport on the current route.

Airports are named for the cities they serve and are marked by white circles along air routes.

Below are several air routes and airports such as Big Spring, Waco and Dallas. Route colours have no meaning in the game.



## **GAME PLAY**

Game play is simultaneous – all players fly at the same time.

- 1.If active, decrement the ground stop die.
- 2.The current player rolls both white dice to determine the flight range for all players, optionally including the ground stop die when not in use.
- 3.All players fly their planes to any city along the flight route, up to the maximum of the flight range.
- 4.Players mark their luggage card with the letter collected.
- 5.Any player landing at their destination discards its matching destination card.
- 6.The player rolling three dice performs the ground stop.
- 7.The current player passes the white dice to the player on their left.

## **USING AIRPORT LOCATORS**

Each player places airport locators to remind them where their planes are heading.

## **USING DESTINATION CARDS**

Upon landing at an airport that matches one of your destination cards, notify your opponents, discard the card and remove your locator sign. If you have no more destination cards and your luggage card is completely filled, you have won the round.

## PERFORMING A GROUND STOP

A ground stop is performed by the current player to thwart an opponent from landing at a specific airport. Upon rolling the colored die, place it on any airport without an airplane. Your turn is over but other players can continue to move. The number on the die indicates how many turns the ground stop will be active. Planes cannot land at, or pass, over that airport. Each turn, decrement the pip on the die. Once pip one is decremented (to zero), remove the die to indicate the ground stop is over.

## MARKING YOUR LUGGAGE CARD

Upon landing at an airport, examine the letters within the name of the city.

Use either the first or last letter of the city to mark a matching letter on your card.

### TORONTO

Valid letters are: T and O.

### SAN DIEGO

Valid letters are:  
S, N, D and O.

In the case of a city with more than one word, use any first or last letter.

### NEW YORK CITY

Valid letters are:  
N, W, Y, K, C and Y.

## **OPTIONS**

For a faster game, you have these choices:

- 1.Allow for collecting both the first and last letters of the city where planes land.
- 2.Allow for two landings per dice roll.
- 3.Both of the above.

## **STRATEGIES**

- 1.Make a flight plan to optimize the collection of letters, that is, find cities along your route that match missing letters.
- 2.Avoid airports that already have your letters collected.
- 3.Use a ground stop near the end of a round when someone is on the verge of getting their last letter and winning.
- 4.Try to collect the rare letters (QUXZ) early in the round.

## **CONFLICTS**

The player rolling the dice has the first move in case of conflict such as ground stop being released. This may occur when one or more planes plan to land at the same airport.

## **WINNING THE GAME**

The first player to win three rounds is the winner.



## ROLLING DOUBLES

When the current player rolls doubles, air spaces are temporarily closed for all planes except that of the current player. Only the player rolling can move their plane and immediately passes the dice to the next player.

## NOTES

1. It is not possible for two planes to land at same airport.
2. Planes can pass each other on the same air route.
3. There are few airports with the letters Q, U, X, and Z.
4. A ground stop is performed before planes are flown.

## BONUS GAME

Visit [www.Pluzzables.com](http://www.Pluzzables.com) to play “What’s Missing?”, a game that uses a web app to challenge your family.

## VINTAGE MAP INFORMATION

The pictorial map used for the boardgame is the called the “*Route of the Flagships*” and highlights the air routes flown by American Airlines in 1945. Other airlines’ routes are included and indicated by their 3-letter abbreviations. For example, BNF for Braniff Airways.

The image is in the public domain and sourced from the Wikimedia Commons archive.

## RARE LETTER AIRPORT LOCATIONS

Here is a list of where to find rarest airport locations (for first or last letters):

<b>I</b>	Mexicali, Mexico Cincinnati, Ohio Presque Isle, Maine Corpus Christi, Texas	San Luis Potosi, Mexico Indianapolis, Indiana McKenzie Island, Ontario Iowa City, Iowa
<b>J</b>	Jackson, Mississippi Jackson, Michigan Joplin, Missouri	Jacksonville, Florida Grand Junction, Colorado Johnson City, North Carolina
<b>Q</b>	Quebec City, Quebec	Quincy, Missouri
<b>U</b>	Utica, New York Caribou, Maine	Uchi, Ontario Nassau, Bahama Islands
<b>V</b>	Las Vegas, Nevada Vero Beach, Florida Victoria, BC	Las Vegas, New Mexico Visalia, California Vancouver, BC
<b>X</b>	Phoenix, Arizona Sioux Lookout, Ontario	Sioux Falls, South Dakota
<b>Z</b>	Santa Cruz, California Cuidad Juarez, Mexico	La Paz, Mexico

## SEND US A PHOTO OR VIDEO

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