

Lost in “Plane” Sight

(October 6, 2023)

Luggage has been lost at various airports around the world.

Lost in “Plane” Sight is a deduction game where everyone knows what everyone has lost except your own stuff.

Two to four players try to be first to recover their lost luggage, unlock it and verify its contents to win the round.

Each suitcase contains one or more items, is found at a specific airport and needs a code to unlock it. Players need to determine all three mysteries to win.

Players draw cards and ask questions to narrow down the information they need to recover their bag.

Lasercut Components:

- 16x16 game board
- 40 airport code tiles
- 40 unlock code tiles
- 154 secret item cards
- 54 attribute/question cards
- 4 secrets holders
- 20 question [?] tokens
- 40 possibility markers
- 4 dry erase tracking boards & dry erase markers
- 12 coins valued 1-3 points.

Initial Setup:

Assemble the game board.

Give each player a secrets holder, dry erase board, dry erase marker, 5 question tiles. Each player also gets 10 possibility markers with the same number 1-4.

Shuffle the attribute cards and place face down in a draw pile. Place the coins face up, nearby.

Basic Round Preparation:

Shuffle the three sets of secret tiles.

Carefully slide one number tile, one airport code tile and one item tile face down to each player.

Each player places their secrets holder over the three tiles and flips the holder over such that tiles are facing outwards.

Each player will now see the holders of the other players but not the contents of their holder.

Game Play:

Players take turns to either:

- Flip over an attribute card or
- Ask a non-specific question or
- Attempt a guess.

Flipping a Question Card:

When the card is revealed, all players report what is shown on other players secrets holders. Here are some examples:

If the attribute is “METALLIC” and a player’s holder has the “TRUMPET”, then tell that player they have lost a metallic item.

If the attribute is “Airport on ISLAND”, and a player’s secret holder has “Trinidad”, tell that player their location is on an island.

If the attribute is “CITY A-F”, and a player’s secret holder has “ORD - Chicago”, tell that player their city starts with a letter between A and F.

Asking a Non-Specific Question:

A player may ask a general question about one of their secrets. This includes narrowing down the locker number and non-specific questions like “Can I hold my item?” or “Would my item cost less than \$20?”. If you think you know what your item or location is, attempt a guess instead.

Marking Possibilities:

Place your possibility markers on items, locations and numbers you think match the answers to questions. For example, if someone tells you your item is green, place the markers on the green items. When you find out your item is round, remove the markers from items that are not round. Use a process of elimination to narrow down your secrets.

Attempting a Guess:

A player may attempt to guess one of their secrets by using one of their question tiles. The tile is placed on either the airport code, locker number or item. If the guess is correct, they

Otherwise, their question tile is discarded.

A player who guesses all three secrets will get the next highest value coin. Up to three players can receive coins per round.

Using the Tracking Boards:

Use the dry erase boards to record your deductions and answers.

Winning the Game:

The player who has the most coin values at the end of three rounds is the winner. In case of a tie, the youngest player wins.

Strategies:

Use markers effectively.

Non-Specific Questions:

If you ask a specific question like “Is my code 43?”, you must use one of your [?] tokens. However, you may ask questions like these without using a [?] token:

Does my code start with “5”?

Does my city contain the letter “x”?

Does my city start with the letter “x”?

Can my item float?

Does my item flap?

FAQ:

Attribute/Question Cards:

When an question/attribute card is revealed, all players must inform each other when they see someone's secret tiles matching that attribute.

Specific Attribute	Missing item can be described with this attribute	See cheat sheet for details.
Airport in ...	Airport is in this country or continent	See cheat sheet.
Airport Code Two Vowels	Airport codes with two vowels	Examples: OOM,ACE,ODE,EAR
Airport on Island	Three island airports:	POS, ORK, ARE
Airport Code Contains A,E,O		Examples: SEA, OLD, ART, ALL, ILE
Airport Code Letters 1 st < Last	The first letter of the airport code is alphabetically less than the last letter.	Examples: EAS, COO, POS, ANK. Not: UNK, ODE.
City a-z	The first letter of the city for the airport is in the specified range.	Examples for CITY G-L: Gold Coast (OOL) Kileem (ILE)

Will Adding x Make a 4-letter word?	When the specified letter is adding to the beginning or end of the airport code, will a four-letter word be formed?	Examples for adding the letter "S": S+EAT = SEAT BEE+S = BEES
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Solo Mode:

Use our web app to play a solitaire game. The web app will secretly select the item, airport and unlock code. You select the available questions to get answers. Surmise the item, airport and unlock code to win.

www.brainy.games/LostInPlainSight

SEND US A PHOTO OR VIDEO

Please post a photo or video of your family playing the game. Tag your image with @brainy.games and #lostinplainsight on Instagram. We'll mail you a free memory game as thank you gift.

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