

Word Travellers

(February 28, 2023)

The airlines have lost plenty of luggage. Use your planes to collect lost luggage and turn their tags into words.

Word Travellers is a word game for two to six players, aged 7+. It is a game of building air routes between airports and picking up lost luggage whose luggage tags become words.



LASERCUT COMPONENTS

Packaged in a pizza box:

- game board frame (four pieces)
- four “bowtie” connectors
- 66 airport tiles
- 195 luggage tags with letters and bigrams
- 110 two-sided air route tiles
- 6 airplanes
- 6 dice.

Luggage Tags with Letters:



Airport Tiles with Runway Numbers and Airport Codes



TWO GAME MODES

1. Lost Luggage – visit airports to collect letters and make words by combining letters on luggage tags.
2. Drop Your Bags – visit airports to drop luggage tags and unscramble letters into words.

“LOST LUGGAGE” SETUP

1. Build the game board frame by connecting the four frame pieces with the little bowties.
2. Shuffle all the air route and airport tiles face up.
3. All players simultaneously build the game board by randomly placing the tiles face up anywhere you like.
4. Ensure that all airport tiles are placed and have air route.
5. Discard the extra tiles.
6. Place two luggage tiles face up per airport.
7. Discard the remaining luggage tags.
8. Give each player one die.
9. The youngest player rolls their die and rotates the board the number of times indicated by the die roll.
10. Each player selects an airplane and places it on the nearest airport location.

PLAN YOUR ROUTES

Examine the top letters of luggage tags at the airports. Plan the best route to pick up the best letters as practical. Anticipate that the air route tiles will line up to get your airplane to the destination.

LOST LUGGAGE GAME PLAY

In turn, you will:

- Decrement any closed airspace dice.
- Flip over and/or rotate two air route tiles.
- Move your plane a maximum of 10 spaces.
- Land at an airport
- Pick up a luggage tag and place in front of you
- Continue flying if less than 10 spaces used
- Optionally, close an airspace or airport and/or decrease a closed airspace die.

Once your turn is over, rearrange your letters into groups of words.

MAKING WORDS

When your plane lands at an airport, pick up the topmost luggage tag. Collect your letters in front of you and arrange any letters into words. For example,



MOVING YOUR AIRPLANE

Move your airplane along air route tiles that line up towards your destination airport. You cannot pass another player's airplane. Wait until your next turn to move again.

In order to land your plane, the air route tile must go into the airport. A tile that merely passes by an airport prevents planes from landing there. To land, rotate the tile or flip and rotate.

CLOSING AN AIRSPACE

An airspace can be temporarily closed in order to thwart an opponent. If you have a die, roll it and place the die onto an air route space (but not adjacent to an airport). While the die is there, planes cannot pass through the air route space. On each player's turn, decrease the die by one (rotate). Once the die reaches "0", the player rotating the die keeps it.

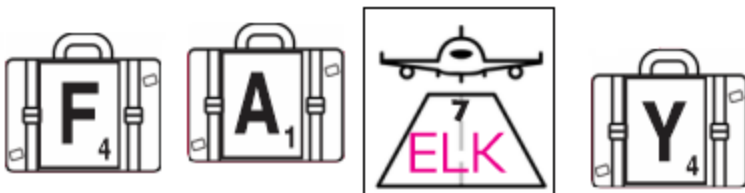
PERFORMING A GROUND STOP

An airport can experience a ground stop in order to thwart an opponent. If you have a die, roll it and place the die onto the airport space. While the die is here, planes cannot land. On each player's turn, decrease the

die by one (rotate). Once the die reaches “0”, the player last rotating the die keeps it.

CONTROLLING AN AIRPORT

Towards the end of the game, when there are only a few luggage tags left to collect, a player can their plane land on a preferred airport tile without luggage. The player collects the tile and uses the letters to form an unscrambled word with one or more of their single letters. For example, this combination forms the word “FLAKEY” for 16 points:





Once a player has collected an airport tile, the plane is “grounded” and can no longer fly. The plane remains on the now-empty airport space.

FLIPPING AND/OR ROTATING TILES

Air routes are paths to airports. Their tiles are two-sided. One side has a straight routes segment, while the opposite side has a curve(s). When a tile does not align with the direction your plane must travel, you can either rotate it or flip and rotate it.

Some tiles have special markings:

	One way traffic. Your plane must fly in the direction of the arrow. Rotate to change.
x2	Passing it allows your plane to fly again up to ten more spaces
	Rotate or flip an additional route tile. Also replace tile from discards.

TRACKING YOUR SCORE

Your score is the sum of all the point values of words you have collected. Add any airport tile you collected (runway numbers are the score). Add up the number of tiles in all words. Deduct any letters that are not parts of words. The final total is your score.

GROUNDING PLANES

With the first player's plane grounded, all players must now "ground" their planes - without collecting any additional letters. These players can fly their planes to any suitable airport to control it.

WINNING THE LOST LUGGAGE GAME

Once all planes have been grounded, everyone scores their words. The player with the most points is the winner. In case of a tie, the person with the alphabetically highest airport code is the winner.

STRATEGIES

With the end game in mind, collect some letters to use with an airport code.

SPECIAL CONDITIONS

EXAMPLES OF CONNECTIONS

	The air routeway passes by an airport. A plane cannot land here.
	A plane can land at either airport.
	Intersection. Planes cannot turn here.
	Multiple turns. A plane can fly in either direction.

STRATEGIES

- Route your airplane to pick up maximize letters.
- Anticipate alternate routes should your way be blocked.
- Change an air route tile to thwart an opponent.
- Perform a ground stop or close an airspace to thwart an opponent.

“DROP YOUR BAGS” SETUP

Build the game board frame by connecting the four frame pieces with the little bowties. Unlike the first mode, you will start with an empty game board.

1. All players simultaneously build the game board by randomly placing the tiles face up anywhere you like.
2. Ensure that all airport tiles are placed and have air route.
3. Examine the baggage tags and extract just the single letter A-Z tiles.
4. Place them upside down and shuffle around.
5. Each player takes 20 tags as their “stockpile”. (10 for a shorter game.)
6. Each player selects an airplane and places it on the nearest airport. This becomes the starting airport, which is the one to return to at the end of the game.

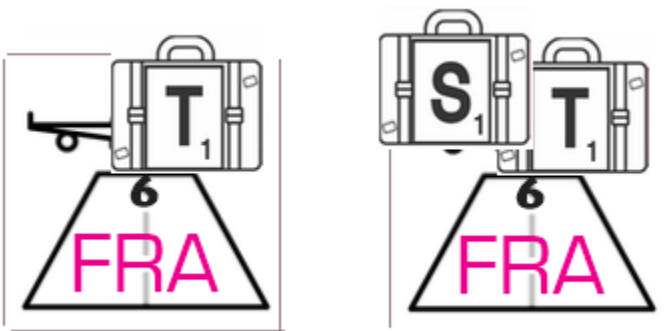
“DROP YOUR BAGS” GAME PLAY

On your turn:

- Flip over and/or rotate two air route tiles.
- Move your plane a maximum of 10 spaces.
- Land at an airport.
- Drop off or pick up a letter.
- Optionally, call out a newly formed word.
- Continue flying if less than 10 spaces used.

DROPPING YOUR LUGGAGE TAG

You may drop a luggage tag at any airport as long as the combined, unscrambled airport’s letters (3-letter airport code), the letter on your luggage tag and any existing letter(s) all form a valid word of four or more letters. For example, dropping “T” on airport code “FRA” will form “RAFT”. Later, one can make “RAFTS” by adding “S”.



AT THE AIRPORT

When you land your plane at an airport, you can do one of the following:

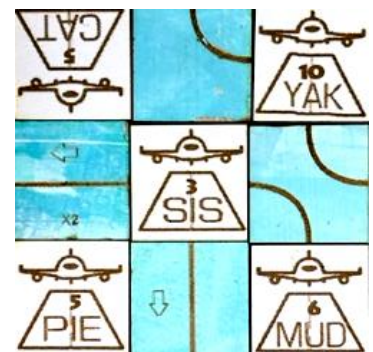
- Nothing – just passing through on your next turn.
- Drop off a letter or two such that when combined with the letters of the airport code, forms a word. You may need to unscramble all the letters. If a letter already exists, all letters must form a word.
- Trade a letter from your stockpile with an existing letter. However, you must be able to call out the new word. For example, MAN+”E”= MANE, trade the “E” for “I”, you have MAIN, which is a valid trade.
- Pick up a letter and place in your stockpile. However, if one or more letters remain, they all must form a word. (Example ORD+O+E spelled RODEO, pick up the “E”, DOOR is left and allowed as a valid pick up.

WINNING LUGGAGE DROPS

The first person to use all their letters and return to their starting airport is the winner.

CARD VERSION

The card version is played the same way as described above, except the airports and routes are not constrained by a frame. Start with a 3x3 grid structure and start your airplanes in the middle.



Draw cards to build routes and fly planes as you play.

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