

THE LOST FLIGHT

A STRATEGY AND LUCK BASED CARD GAME WHERE YOU MUST LEAD YOUR AIR CREW THROUGH A SERIES OF EVENTS ON EACH SECTOR AND TRY TO GET THE AIRPLANE SAFELY THROUGH THE OPERATION.

HOW TO PLAY

Each of your 2 crew members gets **3 x KSA** cards.

Your whole team also gets **3 x FUEL** and **3 x EQUIPMENT** cards.

Lay out the 2 airport cards with room for 6 additional cards in the middle.

Place the **airplane token** on Airport A.

Now **deal yourself 6 event cards**.

Sector 1

Take the **top 3 cards** from the remaining deck and place these down numerically **then** select **3 cards from your hand** and add these in, also numerically.

ie. 1 17 24 38 41 56

Set your remaining 3 cards aside.

Work through the cards between Airport A and Airport B.

At the end of the Sector, **1 Fuel** must be spent.

Sector 2

Take the top 3 cards from the deck and the 3 remaining in your hand and place these down in the order you want.

Now work through them.

At the end of the Sector, **1 Fuel** must be spent.

RULES

The aim is to get at least 1 crew member from Airport A to Airport B.

If you are out of FUEL at the end of a sector, 1 KSA can be spent instead, otherwizr a CREW MEMBER is lost.

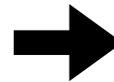
The game is over if the airplane token reaches Airport B with at least 1 crew member, or all crew members are lost in which case the flight has failed.

Yellow actions must be played

You can select which **Red** to play

Blue is optional

The airplane token only moves forward if you have (and action) a



If a card has more than one ANC symbol on it then once 1 symbol is played, the card is discarded.

KSA cannot be swapped between crew.

If an A,N or C is required to spent and you do not have, you play 1 x KSA from the crew member with the corresponding symbol, or 2 from another crew member.

SECTOR 1 OUTBOUND setup

3 FROM DECK 3 FROM HAND
In numerical order



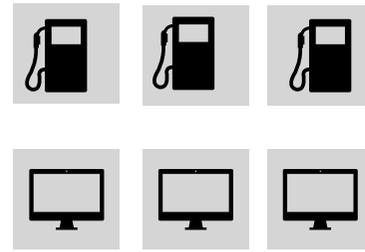
KSA KSA
KSA
Captain Ferguson



KSA KSA
KSA
First Officer Ted



KSA KSA
KSA
Additional Crew Member Timmy



Airport A



Airport B

10 READ SOPS INSTEAD OF THE NEWSPAPER

15 ACCIDENTALLY ENTER PROHIBITED AIRSPACE

21 DATALINK BREAKS... AND IS MANDATED

24 MEDICAL EMERGENCY ONBOARD

30 DEPRESSUSATION

46 INFLIGHT REST

The added card is taken from top of deck

You must skip the next card.
You can give up 1 x AVIATE and add another event card and get 2 X KSA points.
Turn over if actioned

This was skipped
(If not skipped, you would select between one or the other red choice)

You must give up 1 x COMM point (or health from Timmy if no COMM card held)
Add an event card and swap 2 cards order

Skip next 2 cards
Blue is optional if you want to spend 1 x KSA for 2 x FUEL

Skipped
Skipped card are not turned over.
They can be swapped if a swap is required

Skipped

Once the added card is actioned the sector is over.
Spend 1 x FUEL

SECTOR 2 INBOUND setup
 Remaining 3 from hand, 3 from
 deck, you chose order.



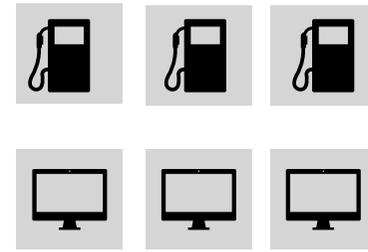
KSA KSA
KSA
**Captain
 Ferguson**



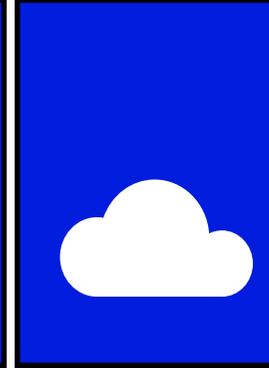
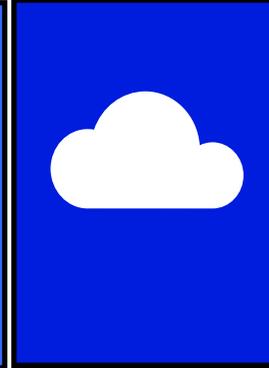
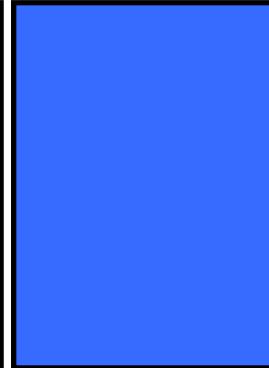
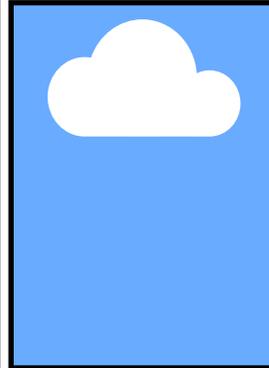
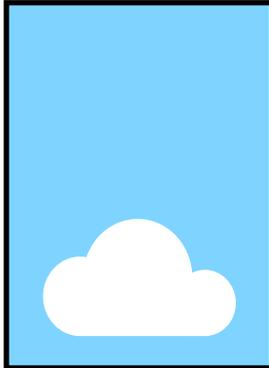
KSA KSA
KSA
**First
 Officer Ted**



KSA KSA
KSA
**Engineer
 Timmy**



**Airport
 A**



**Airport
 B**



KSA KSA

**20 UNRELIABLE
 AIRSPEED**



KSA KSA



33 SLATS/FLAP FAIL

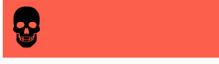


KSA

**53 UNPLANNED
 HOLDING**



KSA KSA →



**2 MISSED THE SLOT,
 GOT A WORSE ONE**




**1 NO MELS, NO
 WEATHER AND NO
 NOTAMS!**





46 INFLIGHT REST

*The added card
 is taken from top
 of deck*

*Select which red
 to action*

*Yellow must be
 actioned - lose 1
 of each of those*

*Yellow must be
 actioned, lose
 one of each*

*Select red option.
 If middle row
 selected, 2 x
 KSAs are given
 up and the
 airplane token
 moves 1 space
 forward (as
 shown)*

*Select which
 action.
 If top row, card is
 held and can be
 spent as an A, N
 or C point when
 required later.*

*Yellow - must add
 a card
 Red can select
 which*

*Once the added
 card is actioned
 the sector is over.*

Spend 1 x FUEL



Aviate



Navigate



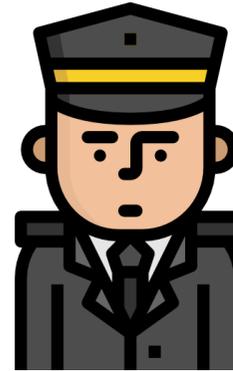
Communicate



CAPTAIN FERGUSON



FIRST OFFICER TED



CREW MEMBER TIMMY



Add card at end



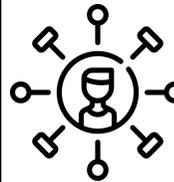
Gain Aviating experience



One of your team is done



Gain Navigation experience



Pilot KSAs



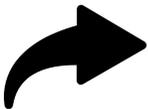
Gain fuel



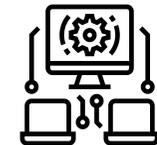
Gain Communication experience



Any symbol in white means spend/lose



Skip next card



Gain Systems/ Tech



Swap 2 card positions

You must select 1 red to action

You must always action yellow

Blue is optional



1 NO MELS, NO WEATHER AND NO NOTAMS!



2 MISSED THE SLOT, GOT A WORSE ONE



3 CPDLC HAS LOGGED ON



4 CLEARED HIGHER LEVEL



5 AN EXTRA LONG INDECIPHERABLE NOTAM

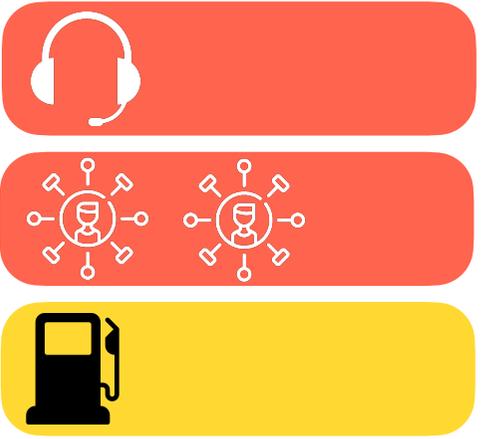


6 HUGE HURRICANE LOITERING EN-ROUTE

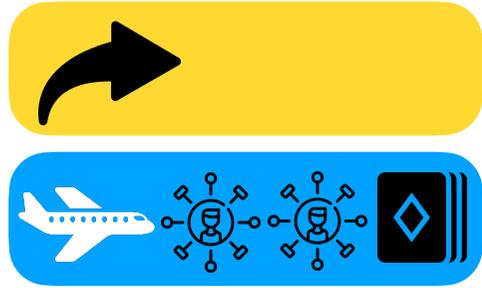


7 MEGA 150 KT HEADWINDS

8 ATC GIVE A HIGH SPEED APPROVED DIRECT TO



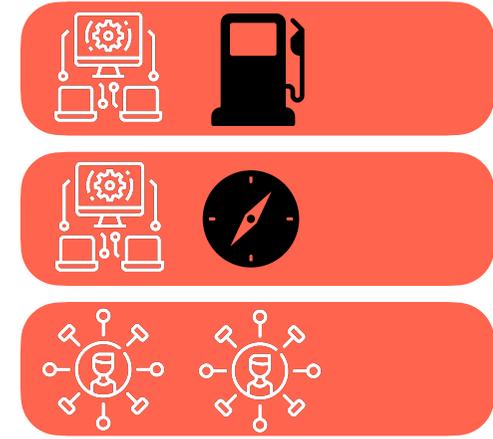
**9 HIGH FLYING
VULTURE BIRDSTRIKE
DAMAGES AERIAL**



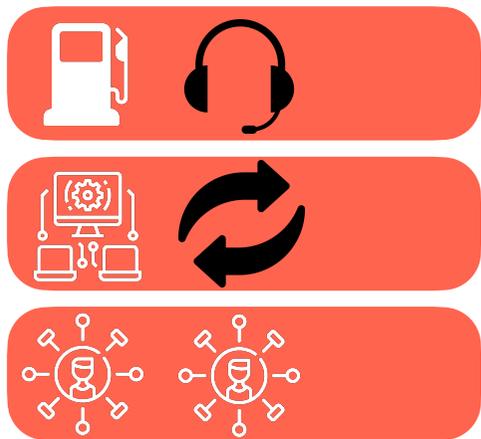
**10 READ THE NEW
SOPS AND CREW
NOTICES**



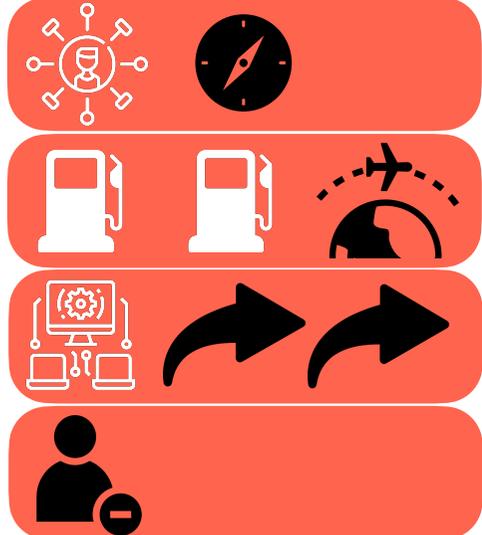
**11 A FAMILIAR
ROUTE, FLOWN LAST
WEEK**



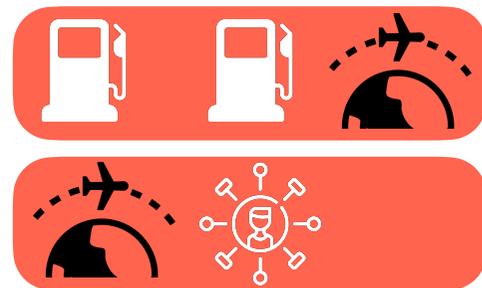
12 ENGINE FAILURE



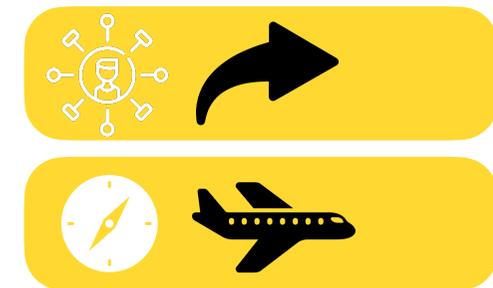
**13 FRIENDLY ATC...
THAT DON'T SPEAK
ENGLISH**



**14 HIGH TERRAIN
ALL AROUND**



**15 ACCIDENTALLY
ENTER PROHIBITED
AIRSPACE**



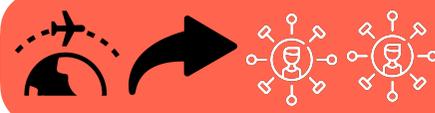
**16 SOMEONE PUTS
EYEDROPS IN THE
COFFEE**



17 TCAS RA



**18 MASSIVE
SHORTCUT**



**19 CAN'T GET THE
LEVEL YOU WANT**



**20 UNRELIABLE
AIRSPEED**



**21 DATALINK
BREAKS... AND IS
MANDATED**



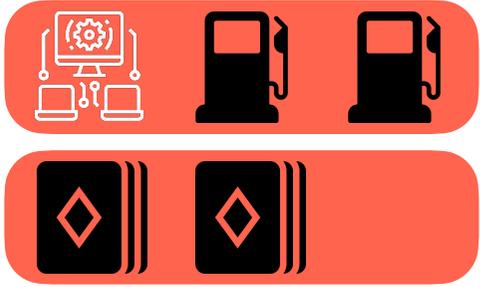
**22 ATC SPEED
CONTROL**



**23 SEVERE
TURBULENCE
ENCOUNTER**



**24 MEDICAL
EMERGENCY
ONBOARD**



25 AUTOPILOT FAILS



26 COFFEE SPILLS ON CONSOLE



27 CREW INCAPACITATION



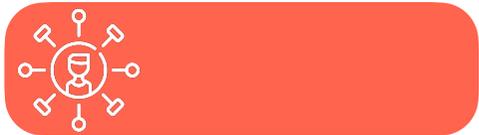
28 FORGET TO CHECK IN WITH AIR DEFENSE



29 CLEAR AIR TURBULENCE



30 DEPRESSUSATION



31 VOLCANIC ASH



32 UPDATED TAF RECEIVED... FOG AT DESTINATION

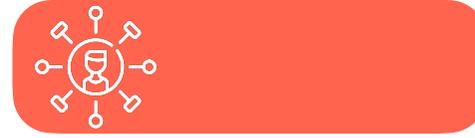




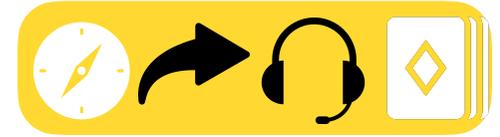
33 SLATS/FLAP FAIL



34 DRONES CLOSE AIRSPACE



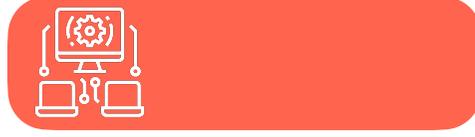
35 HIT BY LIGHTNING



36 GPS JAMMING



37 BOMB THREAT



38 EGPWS WARNING



39 FUEL LEAK



40 HF BLACKOUT



**41 OCEANIC
CLEARANCE RX**



**42 CABIN CREW
BRING YOU COFFEE**



43 FATIGUE



**44 SEVERE ICING
LEADS TO STALL**



45 SMOKE ONBOARD



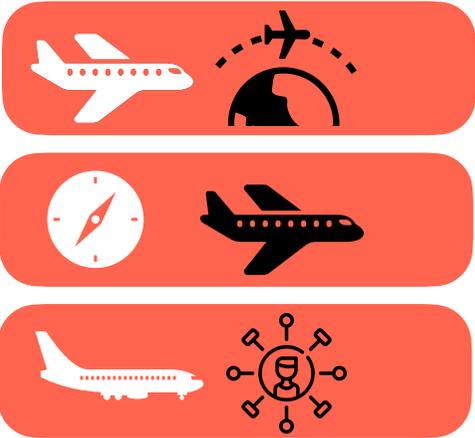
**46 YOU TAKE SOME
INFLIGHT REST**



**47 WAKE
TURBULENCE**



**48 RADAR SHOWS
WX AHEAD**



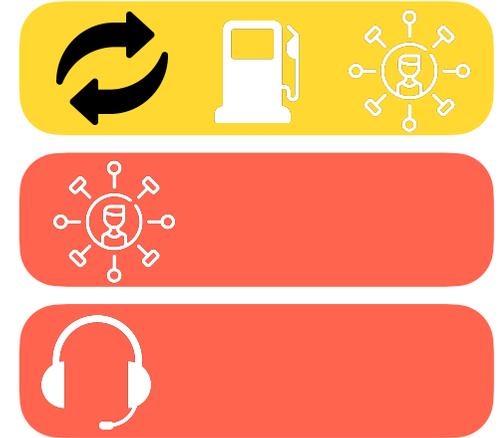
49 DISRUPTIVE PASSENGERS



50 VISUAL APPROACH ONLY



51 DIVERSION



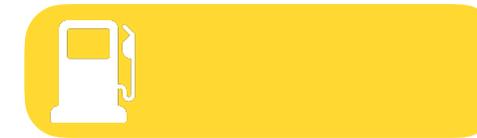
52 EMERGENCY POWER LEVEL



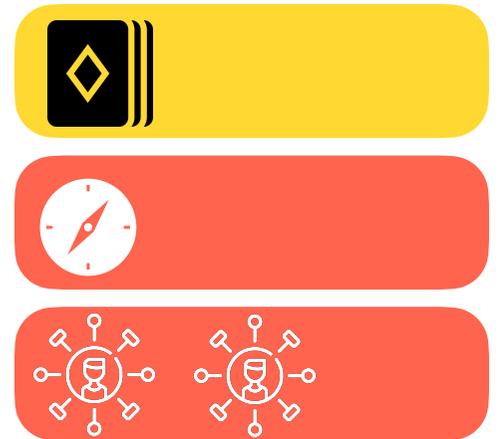
53 UNPLANNED HOLDING



54 COMPLETE RADIO FAILURE



55 COLD FUEL



56 UN-STABILISED APPROACH

