

# HISTORICAL MYSTERY

## DISAPPEARANCE IN THE SKY

### GAME RULES

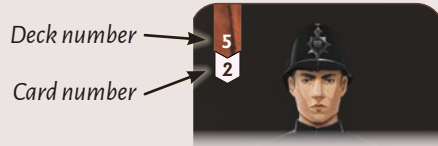
#### ABOUT THE GAME

The disappearance of Alfred Loewanstein became a sensation: the famous millionaire disappeared from the plane right in the sky! A year later his son finds his valet dead... Are these two accidents connected? What happened to Loewanstein after all? Conduct a real journalistic investigation: examine newspaper archives, talk to witnesses and be careful not to miss any details.

During the game you'll be investigating cards and choosing together on which of them to spend your actions. At the end of the game, you will be asked a series of questions and if you answer correctly – you win.

#### GAMESETUP

1. Every card has two numbers in the top left corner: the deck number and the card number. There are 13 decks containing a varying number of cards. Every deck starts with card #1.



Without flipping cards face-up or shuffling them, separate the decks from each other and place them face down in front of you. You should end up with 13 decks, with card #1 on top of each deck:



2. Place a smartphone that has a QR-code scanning feature or app nearby – you'll need it at the end of the game. Internet connection is required, too.

All set. Read the rest of the rulebook before you start.

Although the game is based on real events and partly uses the names of people who really existed, the whole plot and all the traits of the characters are fictional. Any similarity is purely coincidental.

**Important:** don't reveal the cards or shuffle them before you read the rest of the rulebook.

1–4 players

**Game components:**

18+

56 cards,  
rulebook.

60–90 minutes

#### GAME START

Take the **1** card, flip it and read the introduction out loud. Then throughout the whole game, follow instructions on the cards. As you read through the story, you will encounter icons with numbers of decks, for example: **Loewanstein** **6**. This means that you have unlocked the deck with the indicated number: reveal the top card and then lay out the rest of the cards of the deck in a face-down row.



*This is what an unlocked deck #2 looks like: the top card is face-up, the rest are face-down.*

After you unlock a deck, study the pictures and read the text on their backs out loud (however, you still cannot flip them).

**Hint:** Study the pictures carefully, they might contain some important clues.

Discuss which cards to flip so that you could gain new information for the investigation. Most cards require 1 move to examine them, and you only have 24 moves for the entire game.

Starting with the youngest player, everyone takes a turn to flip a card. You can discuss your theories out of turn. Look through the «Moves» section and get down to investigating! If you happen to see an unfamiliar symbol on a card, refer to the «Card Icons» section.

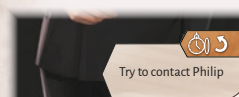
#### MOVES

There is information on the front side cards of unlocked decks: it can be helpful or of no use to the investigation. To know for sure, you will have to flip the card, however, many of the cards require some «payment» – you have to spend 1 move to flip it.

You have 24 moves for the entire game: as soon as they run out, stop the game and go to the «Game End» section.



*An arrow without a pocket watch means you can flip this card and read it without spending a move*



*An arrow with a pocket watch next to it means that you have to spend a move to flip this card*



If you spend a move to flip a card, that move is indicated by a pocket watch in the top right corner. Every time you flip a card, count how many moves you have spent. As soon as you spend all 24, stop the game and go to the «Game End» section.



For example, if 3 cards with clocks lie face-up, you have spent 3 moves.

**Hint:** You can use 24 coins, share them among the players and place a coin onto each card you flip using a move – once you're out of coins, stop the game. You don't have to do this, but it can spare you some counting.

Each turn, a player chooses which card to examine; you don't have to flip every single card. Once you've flipped a card, you can go back and read the information on the other side of it at any moment, but remember to count the action you used on it.

**Hint:** When you interrogate a character, pay attention to their expressions. This can help you understand the character's reaction to your question.

### GAME END

Take the 131 card and turn it over. Scan the «Question» QR-code. Read the questions aloud. Then every player gives their own answer to each question. Everyone can have different versions. At this point you can no longer lay out decks or flip cards – you have to make deductions based on the cards you've already revealed.

As soon as you're ready, take the 132 card, scan the «Answer» QR-code and read them aloud. Get points for your correct answers and see your results:

**6 points.** Great job! Your investigation became a global event and got the Pulitzer Prize.

**5 points.** You solved the case and drew a lot of public attention to it.

**4 points.** You were close to the truth, but didn't manage to establish all the circumstances of the case.

**3 points.** You didn't collect enough evidence to solve the case. Your newspaper's rating has fallen and your idea was taken by your press competitors.

**0-2 points.** Unfortunately, you failed to find out anything worthy and your career as a journalist is jeopardized.

### CREDITS

**Game designer:** Mikhail Rozanov • **Artwork:** Anastasia Kukarina, Mark Simonov • **Art Director:** Oleg Yurkov • **Art Manager:** Vadim Poluboyarov • **Game Development:** Ekaterina Reyes • **Layout and Design:** Ksenia Targulyan, Kristina Soozar • **Executive Editor:** Anna Davydova • **English Translation:** Maria Nikolskaya, Luiza Kretova  
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### CARD ICONS

#### Loewanstein 6

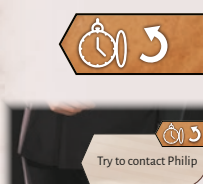
A flag with a number means you can unlock the deck indicated: flip the top card of the deck and lay out the rest of the cards in that deck into a face-down row. The example indicates that we can unlock deck #6, that has something to do with Alfred Loewanstein. It is best to unlock a deck immediately after you are instructed to do so.



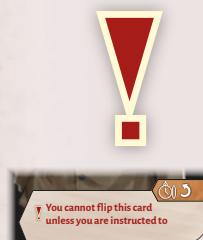
There is a list of decks you can unlock at the bottom of the card.



An arrow means you can flip this card and get new information for the investigation without spending a move. For example, you can read an article, without spending a move.



An arrow with a pocket watch next to it means that you have to spend a move to flip this card. For example, you can use a move to contact Philip. Discuss together whether or not this card is worth spending a move.



If there is a warning exclamation mark next to the move, it means you can only flip this card in a particular situation that is dictated by the game. E. g. you have to get additional information from another deck. Watch out for the clocks: with or without exclamation mark a card can still require a move to be flipped.



Referring to a particular card looks like this: 8 is the deck number, 3 is the card number. Therefore, you can see card #3 in deck #8.



A pocket watch in the top right corner of a turned card means that you should spend 1 move to flip it. As soon as you use 24 moves, the game is over.

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