



BAGGAGE BLUNDER



Instructions are boring...

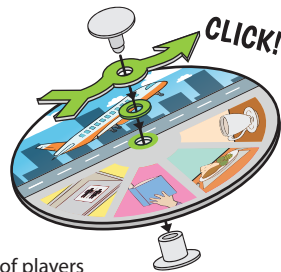
so we're gonna keep this brief!
If you want, scan the QR code for more details
AND a complementary printable activity pack!



Baggage Blunder can be played by one child, or with 2+ players in teams, using both suitcase playing boards.

Before 1st Play:

- Clip both spinner arms into place. To do this, insert a colored cardboard disc BETWEEN the FRONT of the circular spinner board and the spinner arm, to ensure it spins freely. See diagram opposite.
- Read the scene-setting story (for context only)



Game Set-Up:

- Select 1 or 2 packing lists and 1 or 2 game boards, depending on the number of players
- Select the luggage item cards that match your packing list(s) and scatter them **face down** around the playing area (e.g. the downstairs rooms of your house)
- Scatter 4 "hold" cards around the same playing area (there are 6 hold cards in total – 2 spares!)
- Read the SCENE-SETTING STORY to the players to explain the game scenario
- Hand the players their packing list(s) (make sure you tell them which COLOR list they're using) and let the race commence!

Rules of Play:

- 1. Players must collect all 8 items** on the packing list **and place them in their suitcase (playing board)**. Players may only collect **one item at a time**, but items can be found in any order. If players find an item that is not on their list, they must leave it where it is.
- 2. Each time they place an item in their suitcase, players must spin the Action Spinner** to determine what happens next.



YAY! Run to find the next item from your list



AHHH! Customs check – 1 item confiscated! (Grown-Ups: **take 1 item OUT of their suitcase and hide it again**. Cruel!!!)



QUICK! Boarding call! For **THIS TURN ONLY**, you may collect **TWO items at the same time**.



Rest in the VIP lounge (aka the sofa!) while **the other team/adult hunt for your next item!** They can't search for their luggage until they've found yours! (Both) players may then continue to find their next item without spinning again.

3. The game is a RACE – not a turn taking exercise!

It's ready, steady, GO! Don't wait for your turn – find each luggage item, rush back to the board, and spin!

4. Once their suitcase is full, player(s) spin the Departure Spinner.

- If the arrow points to **blue sky**, you've **TAKEN OFF and WON!**
- If the arrow points to the **bottom half of the spinner**, the flight is on hold! **Run to find ANY of the hold cards**, bring it back to the spinner, **pop it in a space and spin again**.
- Repeat **until one player takes off and wins!**



Baggage Blunder is suitable for ages 4-99, 1+ players

These instructions contain important information and should be retained for future reference

Baggage Blunder is an active game and must be played under adult supervision. We strongly advise against laying cards in any areas that could cause players to climb on furniture or to play in or near environments that may not be safe for them





BAGGAGE BLUNDER

SCENE-SETTING STORY

You're at the *airport*, about to set off on the *adventure of a lifetime!* But **O.M.G!!** Your suitcase has come undone and **EVERYTHING HAS FALLEN OUT.**

Your luggage could be *anywhere.*

LUCKILY you still have your packing list, showing all the items you've lost. You need to use that list to find your lost items, fill your suitcase, and catch your flight.

First player to take off WINS! **BUT** beware of hazards along the way – who knows what the spinner will decide!

Use the instructions to tell you what happens each time you spin the spinner – you'll soon get the hang of it!

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