

# Baggage Carousel

(Bond, Holiday, Recall)

This is a game about a group of holidaymakers who arrive at their destination only to find that their luggage has broken open in transit! Now they must identify which things belong to them and persuade the Customs Officer to let them claim their possessions. In order to play, you will need a deck of ordinary playing cards, well shuffled; nominate one player to be the Customs Officer, they will be in charge of the deck throughout the game. The Customs Officer (or CO) should begin the game by welcoming the tourists to his country (accent optional) and apologising for the confusion. Each player should then make an appropriate response, using this to quickly sketch in the character they are going to play (angry businessman, stressed parent, vain rockstar, persistent gambler, etc.)

The CO will need a copy of the carousel sheet (see end of document) in order to assist them with the game and a pencil to make notes on it. The rules for the main body of the game are as follows:

1. The CO draws a card from the top of the deck and, using the carousel sheet, describes the item to the holidaymakers and writes it down.
2. Any holidaymaker who thinks that item is theirs may say so, but they must explain to the CO, in character, why they were bringing that item into the country with them.
3. If two or more holidaymakers claim an item as theirs, the CO listens to all sides, then chooses which holidaymaker to give the item to, by passing that card to them.
4. If no-one claims the item, the CO takes it for himself, explaining in character why he wants it and what he intends to do with it.

Play continues in this fashion until any player manages to get a full hand of at least 7 cards (or 5 if you want a faster game) A full hand is defined as:

- At least 7 cards of one suit or,
- At least 7 cards entirely in sets, e.g. pair, three of a kind and four of a kind.

As soon as any player, including the CO, fulfils this criteria, they declare so and reveal their hand, but they must then recite, from memory, the full content of their baggage. The CO will check their accuracy against the carousel sheet (or, if the CO is the one to complete a full hand, one of the holidaymakers will check it for him). Their ability to recall their claimed baggage determines whether they have a good holiday or a bad one; for each item recalled correctly, the holidaymaker or CO has a good day; for each item forgotten or incorrectly recalled, they have a bad day. Good days should be described by the player with the full hand, bad days by any other player(s). Obviously, the outcome of their holiday is determined by whether they have more good days or bad days; if the holiday is bad, then they get to describe the final outcome; if it is good, then any other player(s) get to describe it.

## Contraband

The Jack, Queen and King of every suit represent items that it is illegal to transport into the holidaymakers' destination; when he draws one of these cards, the CO may describe any item he likes, using any of the inspirations on the carousel sheet or not, as he chooses. If any

holidaymaker successfully claims this card, the CO should immediately narrate an uncomfortable experience for them, such as being interrogated, strip searched, medically examined, etc. The holidaymaker places the card face up in front of them; they may not attempt to claim another item until at least one has been claimed by another holidaymaker, after which they add the contraband card to their hand and may make claims as normal. On the upside, once claimed these cards are wild and can be used in place of any other card when making up a full hand.

## Carousel Sheet

This is where the Customs officer checks the categories of item determined by the card drawn and records what each item is in order that the player's recall can be verified at the end of the game.

Suits: The suit of the card determines the general type of item:

*Clubs*: Chemical, such as medicines, cosmetics, radioactive isotopes.

*Diamonds*: Personal, such as clothing, jewellery, wigs, artificial limbs.

*Hearts*: Organic, such as food, plants, stuffed animals, Egyptian mummies.

*Spades*: Technical, such as tools, weapons, electronics, bombs.

Ranks: The rank gives a theme or topic for that item, from this list of keywords:

*Ace*: Fun

*Two*: Offensive

*Three*: Expensive

*Four*: Urgent

*Five*: Embarrassing

*Six*: Scary

*Seven*: Ultra-Modern

*Eight*: Broken

*Nine*: Antique

*Ten*: Famous

Contraband: The Jack, Queen and King of every suit is wild and you may ignore all of the above guidance when they are drawn.

	<b>Clubs</b>	<b>Diamonds</b>	<b>Hearts</b>	<b>Spades</b>
<b>Ace</b>				
<b>Two</b>				
<b>Three</b>				
<b>Four</b>				
<b>Five</b>				
<b>Six</b>				
<b>Seven</b>				
<b>Eight</b>				
<b>Nine</b>				
<b>Ten</b>				
<b>Jack</b>				
<b>Queen</b>				
<b>King</b>				