

I PACKED MY BAG

extreme



A creative memo-game for 2 to 6 players by Arve D. Fühler

COMPONENTS

66 object cards (two sided)



22 letter cards (two sided)



Front

Back

6 cards "Fail"



IF SOMEBODY PLANS A JOURNEY...

... he can tell a lot. But first the suitcase has to be packed.

TRAVEL PREPARATION

- Put 36 random object cards in a 6x6 grid in the center of the table. You can place the remaining object cards back into the box, they are not needed.
- Shuffle the letter cards and place 6 cards with the colored side facing up in a row. The remaining letter cards form a draw pile. Place it to the right of the letter cards.
- Keep the 6 cards "Fail" ready.
- The youngest player becomes the starting player and starts the first round.



GOAL OF THE GAME

The player, who remembers all of the packed items best and puts the most valuable objects in the bag, wins this game.

GAME PLAY

The starting player starts. Then the other players in clockwise order take their turns. In your turn you have to repeat, what all other players have packed in the bag. (On the first turn this is skipped.) While doing so, you should list the items without any major hesitation, otherwise the other players have the right to give you a "Fail" card.

You also get a "Fail" card, if you make any mistakes in repeating the other objects (see "Fail" cards on page 10).

Afterwards you have to name 1 object by using the object cards, which you pack in the bag. The following rules apply:

- **You have to choose exactly 2 object cards.**
You have to use the face up-side and can not turn the cards
- **One of the chosen object cards describes the object - the card is used as an adjective.**
The icon should match the chosen word. See page 11 with hints to choose matching cards.
- **The other chosen card defines the object - you use the card as a noun.**
Choose also a matching card. The selection of the two cards should be relatively fast (approximately within 60 seconds). Otherwise the players have the right to give you a "Fail" card. Then you can't make an object in this turn.
- **At least 1 of the two chosen terms must start with the letter of one of the open letter cards. Take this letter card also to you.**
Refill the row of letter cards to 6 cards.

- **Name the object you want to pack in the bag loud and clear. Place the chosen object cards on each other and place the letter card onto this pile.**

Build a separate pile for each packed object. If both words start with the letter of the letter card, place the letter card with the coloured side up. If only one word matches this letter, place the letter card with the grey side face up on the pile.

Example:

Nicole is the starting player. Noone has packed an object, so there is nothing to repeat. She chooses the cards "arrow" and "car" as well as the letter card "R". Then she tells "I packed in the bag a rapidly racing car". She builds a pile with the 2 object cards and the letter card, placing the letter card with the colored side up onto this pile.

Now Chris takes his turn.

He repeats "I packed in my bag a rapidly racing car and...", chooses 2 object cards, uses 1 of the letter cards and creates an object to pack in the bag.



The card "Fail"

If it's your turn and you make a mistake while repeating the packed objects, you have to take a "Fail" card. You can not pack an object in the bag in this turn. The next player in clockwise order takes his turn.

If you can not make an object to pack in the bag in a reasonable time (around 50 seconds) the other players can apply some pressure by counting slowly from 10 to 0. If you can't find an object in this time, you have to take a "Fail" card and the next player in clockwise order takes his turn.

END OF THE GAME

The game ends if a player would get his second "Fail" card or only 2 object cards remaining. Each player counts the value of his letter cards (only the sides faced up). The player with the most points wins the game. In case of a tie the victory goes to the player whose letter card comes first in the alphabet.

TAKE IT EASY VARIANT

Place the both object cards and the letter card in front of you, that all players can see the icons. That should make it a little easier to repeat the objects already packed in the bag.

RULES FOR CREATING OBJECTS

Witty and extraordinary word combinations and using your fantasy is vital for the game.

So you should not be nitpicky about the words and combinations other players create. But the words should always have a link to the chosen card.

General rule:

- You can interpret the icon on the card as free and associative as you want as long you can link the chosen word and the icon.
- You can create objects that do not exist. As long no other player vetoes, you can use non existing words. If a player vetoes, you must find another word.
- You can use combination of words.
- You can use more than 2 words, if they are clearly linked and make sense.
- Using non-existing words are allowed, if you use them reasonably and rarely and follow these rules.

Example:

This icon could be interpreted as the following objects:



Forest, tree, grove, glade, wood, fir, pine, spruce, coniferous, christmas tree, conifers, pine needles, leafy tree, oak, birch, leaves,...

Or as the following properties:

Wooden, natural, grown, christmas, resinous, prickly, fragrant, green, triangular, fir ...



And this figure could stand for:

Palette, color, colored, colorful, artist palette, color mixing board, blots, artist, art, artistic, blue, red, green, creative, painting, ...

A combination of these two maps could be for example:

- ... a black shining pseudo-cypress
- ... a spruce-green color spectrum
- ... a colorful spruce forest
- ... a blue blaze

Be creative!

CREDITS

Designers: Arve D. Fühler - **Illustrations & Graphics:** Fiore GmbH, www.fiore-gmbh.de -
Realisation: Stefan Stadler

Pegasus Spiele GmbH, Am Straßbach 3, 61169 Friedberg, Germany,
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