

CARRY ON


How to Pack

A game of Carry On consists of 3 rounds. The aim is to collect the most points. Players assume the roles of different characters to pack their luggage and maximise their points with different item combinations. There are 4 different kinds of basic **Item** cards that players can choose from: **Clothing**; **Document**; **Gadget**; and **Hygiene** cards. Item cards have different weights indicated on them. Heavier items mean more points. Watch out! Players will have to pay a fee for packing too many heavy items. Do not fret, special cards are here to help.

Game Cards

-  10 Carry On / Upgrade
-  8 Characters
-  8 Luggage
-  8 Souvenir

Basic Item cards

-  12 Clothing
-  12 Document
-  12 Gadget
-  12 Hygiene

Setup

Shuffle all **Luggage** cards and spread them out into the centre face-down. Shuffle and deal a **Character** card to each player at random. Each player receives a **Carry On / Upgrade** card. Remove any remaining cards. Keep score with paper and pencil.

Start of a Round

Shuffle the **Luggage** cards and spread them out into the centre face-down. Shuffle the deck and deal 7 cards to each player face-down.

Packing

Each player picks up their pile and chooses a card to pack and places it face-down in front of them. When all players are done, everyone reveals their chosen card. Next, players pass their entire hand to the player on their left face-down whilst saying 'Carry On!' Each player picks up the new pile to begin a new turn. Repeat until each pile is depleted.

End of a Round

Each player picks up a **Luggage** card from the centre at the same time to reveal their weight limit. Each player calculates their own number of points according to the weight of their cards. Weights equal points. Any players who have exceeded their weight limit may now choose to activate their **Upgrade** card to increase their weight limit or pay an **Excess Baggage Fee**.

Scoring

Apply an **Excess Baggage Fee** for each kg over their weight limit. Reward **Character Bonus** to players who have fulfilled their character requirements and reward **Essential Bonus** to players who have collected at least 1 of each basic **Item** card.

Record the score for each player. Return and shuffle the **Luggage** cards back into the centre face-down. Play for 3 rounds.

End of Game

When 3 rounds have been played, the game is over. For any players that have not activated their **Upgrade** card can now receive the bonus 7 points from their **Carry On** card. Whoever has the most points is the winner. If there is a tie, whoever still has a **Carry On** card wins.

Characters

Athlete

Receive 5 points for packing 3 **Clothing** cards or 8 points for packing 4 **Clothing** cards.

Student

Receive 5 points for packing 3 **Document** cards or 8 points for packing 4 **Document** cards.

Influencer

Receive 5 points for packing 3 **Gadget** cards or 8 points for packing 4 **Gadget** cards.

Family

Receive 5 points for packing 3 **Hygiene** cards or 8 points for packing 4 **Hygiene** cards.

Backpacker

Receive 5 points for packing two 2 or 3kg cards or 8 points for packing three 2 or 3kg cards.

Tourist

Receive 5 points for packing 1 **Souvenir** card or 8 points for packing 2 **Souvenir** cards.

Cabin Crew

Receive an extra 20 points for keeping the **Carry On** card until the end of the game.

Business

Starts with 3 **Carry On** / **Upgrade** cards.

Special Cards

Carry On



Any player who keeps their **Carry On** card until the end of the game receive 7 points.

Upgrade



When a player draws a 23kg **Luggage**, that player may choose to activate this special to increase the limit to 32kg instead. This card can only be activated once per game and cannot be flipped back to the **Carry On** side.

Upgrade cannot be activated on a 32kg **Luggage**. One way to keep track is to place it under the **Character** card after the **Upgrade** has been activated.

Souvenir

Souvenir cards have 2 ways of play, players can choose from 1 of the 2 but not both.

Duty Free (wild and weightless)



Receive 0 points when used as weightless. Only 1 **Souvenir** card can be used as a wild card to fulfill the **Essential Bonus**.

Weight



Receive 5 points when used as 5kg, cannot be used as a wild nor as weightless.

Fee and Bonus

Excess Baggage Fee

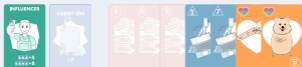
Deduct 1 point for every kg over the weight limit of 23kg or 32kg. For example: 28kg is 5kg over 23kg, so 23 minus 5 is 18 points.

Essential Bonus

Receive 5 points for packing at least 1 of each kind of basic **Item** cards.

Illegal Souvenir Play Examples

Cannot use **Wild** as Item for **Character Bonus**.



No **Character Bonus**.

Cannot use 2 **Wild** cards for **Essential Bonus**.



No **Essential Bonus**.

Cannot use **Souvenir** as both **Weight** and **Wild**.



$$4 + 5 + 5 + 3 + 7 + 5 + 5 = 34\text{kg}$$



$$4 + 5 + 5 + 3 + 7 + 5 + 0 = 29\text{kg}$$

$$29 + 5 \text{ Essential Bonus} = 34\text{pts}$$

Contents

- 1 Box
- 82 Game cards
- 3 Instruction cards

2 Player Variant

Setup

Refer to the main game for instructions.

Start of a Round

Shuffle the entire deck and place it between both players.

Packing

The youngest player goes first. Player 1 draws 3 cards from the top. Player 1 then chooses a card to pack and places it in front of them. Player 1 then discards the remaining two cards to a discard pile whilst saying 'Carry On!' This indicates Player 2's turn. Player 2 can now draw 3 cards, pack 1, discard 2 and say 'Carry On!' This continues back and forth until both players have revealed 7 cards each.

End of a Round

Similar to the main game, each player draws a **Luggage** card from the centre. Both players calculates their own number of points according to the weight of their cards and may choose to activate their **Upgrade** card. Apply any **Excess Baggage Fee** and reward **Character Bonus** and **Essential Bonus**. Record the score for each player. Instead of returning and shuffling the **Luggage** cards, discard the used **Luggage** cards. The face-down **Luggage** pile will deplete over the course of the game. Play for 3 rounds.

End of Game

Refer to the main game for instructions to calculate points.