

CAPTAIN BLUFF

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8-99
2-5
20'

GAME RULES

GAME MATERIAL

71 cards:



6 Conveyor belt cards



51 Luggage cards, from 1 to 17, for 3 different departure cities



14 Special Airport cards



1 Rulebook

IDEA OF THE GAME

Welcome to the Airport! This game is based on a true story of a disgruntled baggage handler who decides to make a mess at the airport. You play the role of an airport baggage handler: 3 planes have just arrived and you have to empty the luggage bay on the double. Your goal? Finish your task asap and go home first. It doesn't matter if the luggage ends up on the wrong conveyor belt or gets lost, as long as it's no longer in your hands!

To do this, no holds are barred: open new conveyor belts, swap round departure cities, get rid of your luggage quickly or give it to your opponents to slow them down... Which one of you will be the airport's new Captain Bluff?



GOAL OF THE GAME

The first player to get rid of all their cards (including Luggage and Airport ones), wins the game and is crowned the new Captain Bluff!

SETTING UP THE GAME

- Line up the 6 Conveyor belt cards.
- Shuffle the Luggage cards and distribute them (how many each gets depends on the number of players, see table below).

Players	2	3	4	5
Luggage Cards	12	10	9	8

- Put the remaining cards next to the conveyor belts as the draw pile. Whenever the draw pile is empty during the game, shuffle the discard pile to form a new draw pile.

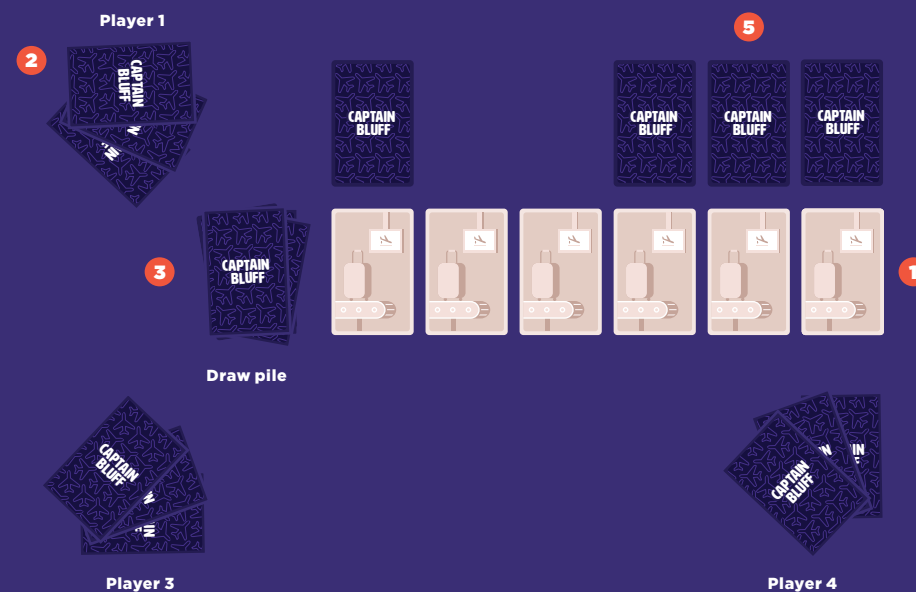


- Deal out 2 special Airport cards to each player (3 for a 2-player game). Put aside the remaining cards, you won't use them for this game.

- Before starting the game, each player places one card of their choice face down, above one of the conveyor belts, to determine a departure city for that belt. In a 2-player game, each player places 2 cards face down.



Player 2



BLUFFING

The cards placed above the conveyor belts determine the departure city for the Luggage cards placed below each belt. Players can decide to play Luggage cards for the corresponding departure city, or place Luggage cards for a different departure city: it is then said that they are bluffing. Be careful, sometimes players don't know all the departure cities placed face down, so they can take a risk and bluff without knowing it.

When a player places Luggage cards on a conveyor belt (face up below the belt), the other players can **call their bluff**. The departure city of this conveyor belt (the face down card above it) is then revealed: if it is different from the luggage's departure city, then the player who placed the cards gets all the Luggage cards and the departure city card back in their hand. If, on the other hand, the departure city of the conveyor belt and the luggage is the same, then the player who called the bluff gets all the cards.

HOW TO PLAY

The last player to take a plane (in real life) starts the game. On their turn, each player chooses one of five possible actions, and, if they want, they can also play one special Airport card.

THE ACTIONS

1. Place luggage on a conveyor belt

Place one or more pieces of luggage on a conveyor belt face up, respecting the following rules:

- Players may place one or more Luggage cards if they have a sequence of consecutive cards (luggage numbers that follow each other directly).
- Luggage must be placed in ascending or descending order: the second card decides the order of the sequence.
- All luggage on a conveyor belt must come from the same departure city.
- You can only start a new luggage line if there is one card face down above the conveyor belt.
- There can only be one line per departure city (and therefore, a maximum of 3 lines at the same time).

2. Define a departure city

Place a card above a conveyor belt, face down. You can choose to place a Luggage card or an Airport special card. You then have to draw a card from the deck!

3. Check a departure city

Secretly look at one of the cards lying face down above a conveyor belt.

4. Change a departure city

Exchange a face down card above a conveyor belt with a card from your hand, always keeping them face down. You cannot look at the departure city card until you have exchanged it with one of your cards.

Beware: you can only do this if there is at least one Luggage card on the conveyor belt.

5. Close a conveyor belt

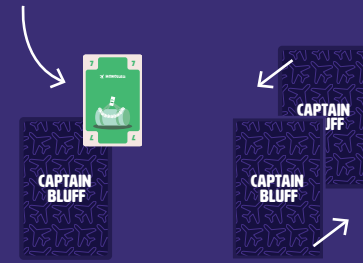
Remove all cards from a conveyor belt: Luggage cards, and the departure city card face down above the belt. These cards are then discarded face down, and the departure city card is not revealed.

Beware: you can only do this if there is at least one Luggage card on the conveyor belt.

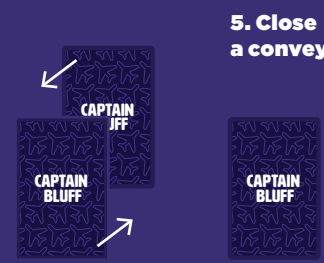
2. Define a departure city



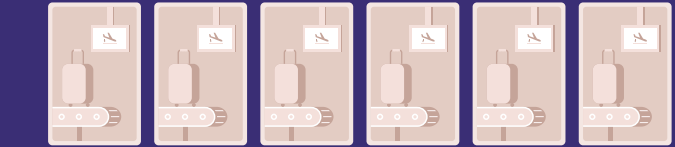
3. Check a departure city



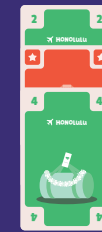
4. Change a departure city



5. Close a conveyor belt



1. Place luggage on a conveyor belt



5. Discard pile



Draw pile

SPECIAL AIRPORT CARDS

Each player may, if they want, play one of their Airport cards during their turn, in addition to their action.

If one of these cards is placed above a conveyor belt and revealed during a bluff, then the person who bluffs loses and has to take the entire line of luggage items plus this special card.



Round-the-world trip: this bag has been all over the world! It can be used to replace any other luggage, regardless of departure city or luggage number. It is very useful for making sequences. This card is played on a conveyor belt, with the other luggage.

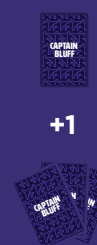
Beware: this card cannot go below 1 or above 17, and it has to replace another card: i.e., making a sequence using the cards 3, Round-the-world trip, 4, 5 is not allowed.



Arrivals board: take a look at the departure cities. You can secretly look at 2 of the departure city cards lying face down above the conveyor belts, before putting them back face down. This card is played, then discarded.



Delayed flight: the flight is delayed and some extra luggage is coming... All players with less than 5 cards in their hand draw an additional Luggage card. The player who played this card is not affected by it. This card is played, then discarded.



LUGGAGE RECOVERY

At any time, even when it is not their turn, players can pick up one or more pieces of luggage from the table. They can only pick up the last items of luggage in a line (and cannot pick up the Airport cards: if there is an Airport card, they have to stop and cannot take any card above it), and must leave at least one piece of luggage in the line on the conveyor belt. The recovered luggage goes into the player's hand and they can then place it back on a conveyor belt when it is their turn.

END OF THE GAME

The first player to get rid of all their cards (including Luggage and Airport ones), wins the game.



Change of direction: the conveyor belt changes direction! You can now place luggage in reverse order on this belt. This card is played on a conveyor belt.

