

# QUACKAGE

Game rules

2–5 players  
4+, 6+  
10–15 minutes

Видеоинструкция  
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## Contents:

- 12 suitcase cards
- 48 cardboard figures
- game chip
- dice
- illustrated rules

Let's go on a journey! What should we take? Umbrella, sunglasses, socks, camera, paint-box, roller-skates... So much stuff! We'll have to pack it carefully to fit everything in.

This game has three sets of rules: "Brainteaser," "Traveling together," and "Everything fits!". The first two sets of rules are for the game of cooperation: there is no competition, and the kids have plenty of time to consider their every move.

In all of the game versions, the objects should be packed according to these rules:

- You can freely transfer objects from one suitcase to another and turn them from one side to the next.
- Objects should fit freely inside the suitcase without overlapping. Even a small corner can't cover another object or the suitcase border (fig. 1).
- You can't "shove" the objects in, using even minimal effort.



Fig. 1. The objects shouldn't stick out from the suitcase or lay on top of each other.

## Brainteaser! (Age: 4+)

In this version of the game, you won't need the game chip or the dice.

**Game aim:** Put all the objects into the suitcase.

**Preparation for the game:** Choose 1-3 different suitcases (the bigger, the more difficult) for each child along with the objects that correspond to them. Playing with the youngest kids, it's best to start with one beginner suitcase and gradually move on to more advanced ones (fig. 2).

### How to play?

Each player receives their suitcases and all the objects that go into them. The players have to figure out which object belongs to which suitcase and pack them in a way that everything fits.

#### Beginner level



#### Intermediate level



#### Advance level



Fig. 2. Levels of suitcase difficulty

### Added complexity

- Add several extra objects that don't fit any of the suitcases into the pile of things.
- The objects belonging to different players are all placed into a single pile.
- Game of speed. Whoever packs all the things first, wins!

## Traveling together (Age: 4+)

This version of the game requires all the components: suitcase cards, figures-objects, dice and game chip. Number of players: 2 to 4.

**Game aim:** Fit all the things into suitcase. This is a game of cooperation, so all of the players become winners as long as they are able to pack the suitcases.

**Preparation for the game:** Give each player **3 suitcases**. In the center of the table, place accidental objects (do not specifically select the ones that belong to the players' suitcases) in the piles of 3 each. Altogether, the number of objects should be three times greater than the number of playing suitcases. For example, for a game of two, you will need 6 suitcases and 18 objects (fig. 3). Next to one of the piles, place the game chip, and put the dice in the center of the table.

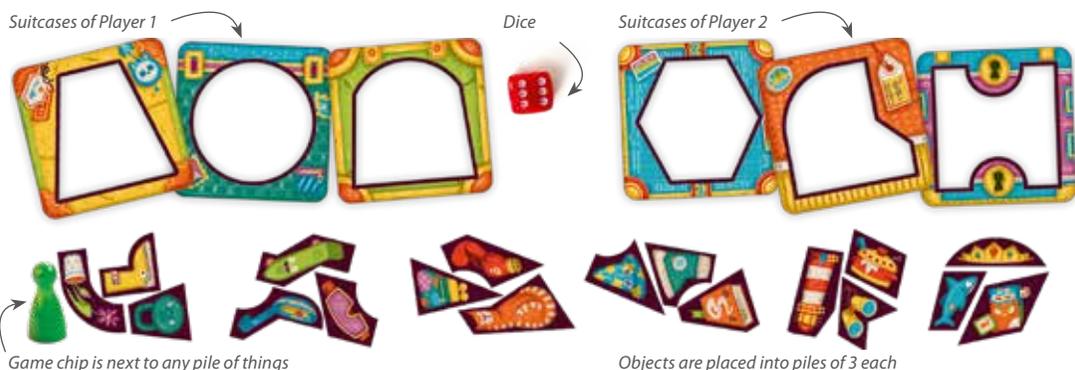


Fig. 3. Initial game setting

## How to play?

The players take turns. In their turn, the player rolls dice and moves the game chip along the piles clockwise for as many steps as the dice shows. After stopping at the pile, the player takes any object from the pile and packs it into one of their suitcases.

The turn moves to the next player. The steps are counted from the pile where the previous player stopped.

The game chip can only move along the piles. If in the process, the pile runs out of things, we simply jump over it and don't count among the steps.

## Who wins?

This is a team game, so all of the players become winners if they manage to pack their things.



## Everything fits! (Age: 6+)

The game requires all the components. Number of players: 2 to 4.

**Game aim:** Put as many things as possible into your own suitcases. Unlike previous versions of the game, this one is competitive.

**Preparation for the game:** Place all the suitcases in a wide circle in the center of the table. Inside the circle, make a smaller one with piles of things (4 objects in each). Place the game chip onto any one suitcase (fig. 4).



Fig. 4. Initial game setting.

The players take turns rolling the dice and move the game chip along the suitcases. Whenever the game chip stops, the player takes the suitcase. The next player begins counting steps from the space where the previous one stopped. In this way, the players each take 3 suitcases. The extra suitcases are taken off the table and not used in the game.

## How to play?

The players take turns starting with the youngest. The first player places the game chip onto any pile with objects, rolls the dice and moves along the piles. After the game chip stops at one of the piles, the player selects any object from the pile and packs it into their suitcase.

The next player also rolls the dice and starts to move the game chip from the pile where the previous player stopped.

If the dice comes up "5," the player takes 5 steps and after that can replace one object from their suitcases with any object from the pile, getting rid of the inconvenient one. Or keep all the objects and take a new one from the pile.

If the dice rolls "6," the player takes 6 steps and can select any object from the pile and give it to the player to their left. Or the player can play as usual and take a thing for themselves.

The players continue to pick up the objects until they can pack them into their suitcases. The player must pack all the taken objects before his next turn. If he misses the deadline, the player leaves the game.

## Who wins?

When all the players leave the game, everyone counts their packed objects. Whoever has the most, wins.

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