

Yohan Goh



TRAVEL

FOLD IT

READY, SET, PACK!

Rules

8+

1-6

20'



FOLD FAST. CLAIM YOUR LUGGAGE.
DON'T GET LEFT BEHIND!



I. CONTENTS



6 Cloths

Front



Back



50 Luggage cards



1 Burst Suitcase
Necklace

II. OVERVIEW

It's time for a trip! Everyone folds at once. Choose a face-up card and fold your cloth to show only its items. Get it right and claim the card before anyone else!

When a player has 6 or more cards, the game ends. The most points wins.



III. GAME SETUP

- 1** Each player spreads out a Fold-it cloth.
Leave space in the center for the Luggage Cards.
- 2** Shuffle all 50 cards face down.
- 3** Set the Burst Suitcase necklace aside for the first round.

3 players game setup



IV. GAME PLAY

- 1 Everyone fully unfolds their cloth.
- 2 Place one fewer Luggage Card than players face down in the center.
- 3 In the first round, choose one player at random who won't flip a card. In later rounds, the player wearing the Burst Suitcase necklace won't flip one.
- 4 Count "One, two, three!" and flip the cards together. Once all cards are face up, everyone folds at the same time.
- 5 Choose any available card, even one you didn't flip. You may switch cards until you take one.
- 6 Fold your cloth to show only the pictures on your chosen card. Their order and direction don't matter.
 - 1 Fold only along horizontal or vertical lines, never through a picture or diagonally. The pictures are the same on both sides of the cloth.



- 2** You can use either side of the cloth. Only pictures visible from above count.



- 7** When you finish folding, call “Fold it!” and take the matching Luggage Card. Place it face up beside your folded cloth. Keep the cloth as it is until it’s checked. Other players continue folding for the remaining cards.

Note You may take only one card per round, unless you have the Burst Suitcase bonus. Once you take a card, you cannot try again that round, even if your fold is wrong.

Note If players reach for the same card, the first to pick it up takes it; the others continue folding.



- 8** When all cards are taken, everyone stops folding. Note who took no card, then check each player’s fold against their card and the folding rules.

- 1** Keep the card if the fold is correct. Only checked cards count toward the six needed to end the game.

2 If your fold is wrong or breaks a rule, discard the card you took this round. It gives no points, does not count toward your card total, and earns no necklace or bonus. Keep cards won in earlier rounds.

3 Burst Suitcase bonus: If the necklace wearer folds correctly, they draw one extra Luggage Card before passing the necklace. It counts toward their points and card total. There is no bonus in the first round.

9 After the bonus, the player who took no card gets the necklace. If they already wear it, they keep it.

Note If you take a Luggage Card but fold incorrectly, you don't get the necklace.



V. GAME END

After all folds are checked and any bonus is taken, the game ends if anyone has 6 or more Luggage cards. Keep playing if no one has reached 6 cards.

Add up the points on all your Luggage cards. The player with the most points wins. If players tie for the most points, they all win.

Credits

Game Design : Yohan Goh

Artwork : WEIRDOLLS

Publish : HAPPY BAOBAB



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