



2-9 **cooperative mode**
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11-15 **two players/solo**
16 **Icons**



RULES



1-4



15min



14+



Components



1 Sequence Card

1-2 players / 3-4 players



28 luggage cards 6 different types, colors

Luggage Card Anatomy

Card Back (with border)



- A** Number of luggage of this color in the deck (6)
- B** 2 of this luggage contain Durian
- C** Arrow should point at the player who placed it

Card Front



4 Identity Cards
3 Airport Security
1 Durian Smuggler
Backside showing an overview of all luggage cards



Prologue Something smells suspicious today at Kuala Lumpur Airport. Passengers are checking in their luggage, but many seem to be smuggling out Durian. It's up to **Airport Security** to arrange the luggage so the scanner can detect every piece containing the delicious, but smelly, fruit.

Goal of the Game Score points  for Durian Luggage placed into a **shared grid**. Play cooperatively as Airport Security or competitively with hidden roles, where one of you is secretly the Smuggler. To learn the game, we recommend starting with the cooperative mode.

Cooperative Mode (3-4 players)

D empty luggage

E luggage with Durian, if placed correctly worth 6 points

The sequence card has 2 sides, when playing with 3-4 players

use this side. Each colored area is called a **sequence**.



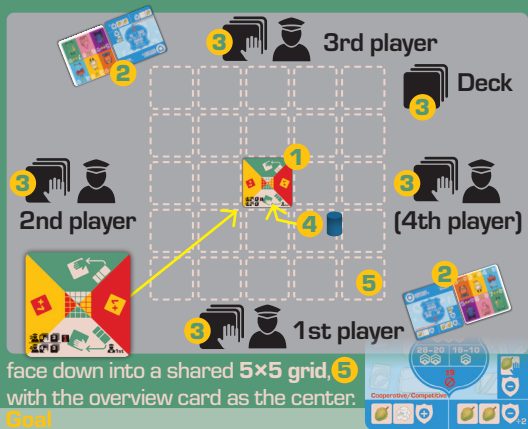
Set Up

- 1 Place the **Sequence Card** in the center so each player faces one Sequence. *With 3 players, make sure no one faces the red Sequence.*
- 2 Place **2 Airport Security cards** and **2 face-down Identity cards** between the players so everyone can see them.
- 3 Shuffle all **Luggage Cards**. Deal to each player:
3 players: 6 hand card, discard 1 card face down.
4 players: 4 hand cards.
Form a face down-deck with the remaining cards.
- 4 Mark the active Sequence (*starting with beige*) with any **small token** (ring, coffee bean, stone, etc.)

Keep your hand cards secret. Other players only know what type of luggage you have, not the content.

Flow of the Game

The player facing the active Sequence (*the one with the token*) is the Active Player. All players follow that Sequence's instructions, then each plays one card



face down into a shared 5x5 grid, (5) with the overview card as the center.

Goal

Airport Security: Place Durian Luggage so it is not orthogonally adjacent to any other Durian Luggage. If it is adjacent, those Durian cards score **combined negative points, divided by 2**.

Game Flow

The player facing the beige Sequence starts.
Each player is aligned with a different Sequence.

On your turn:

1. **Follow the Sequence instructions.**
2. Each player places **1 card face down into the shared grid**, *starting with the Active Player and continuing clockwise.*
3. **Move the token** clockwise to the next Sequence.
Repeat until the 5×5 grid is full and each player has exactly 1 card left.

Sequences



All players draw a card from the player to their **left** or **right** (depending on instructions). Draw simultaneously. You cannot draw the card another player just took. *This step helps you gather information, so choose wisely which card you draw!*



Every player gets **1 card** from the deck, starting with the active player in clockwise order.

Place Luggage (in clockwise order)

After resolving the current Sequence, players place luggage cards into the grid.

The Active Player goes first.

Placement rules:

- Must be **orthogonally adjacent** to an existing card.
- Same-aligned cards **cannot be orthogonally adjacent**.*
- Must fit within the 5×5 grid.



***In the final rounds, if no legal placements remain, a player may ignore the alignment rule.**

ALIGNMENT: Place your card with the arrow pointing toward you. This shows who placed each card and prevents you from placing next to your own cards.



After all players placed a card, move the marker to the next Sequence (*With 3 players, skip the red Sequence*). Continue playing Sequences and placing cards **until the grid is full**. All players will have 1 card remaining in their hand.

End of Game

When the grid is full and each player has 1 card left: Reveal all Luggage Cards, keeping alignment intact.

Each Durian card shows its badge value.



Durian with no orthogonally adjacent Durian: scores full badge value.



Durian orthogonally adjacent to other Durian: scores negative points (badge value ÷ 2).



Durian left in hand:



scores negative points (full badge value).

Total your score and compare with the result list.

Got fired? Better try again. You can do better!

	54-44	43-33	32-20	≤19
	Huge promotion	Salary raise	Keep your job	You are fired

Competitive Mode (3-4 players)

Play exactly like the cooperative mode, with these changes: **Set Up** Shuffle the 4 Identity Cards and deal 1 face down to each player. Keep identities secret. There are **3 Airport Security** cards and **1 Smuggler** card.

Scoring Players score only for the **Durian Luggage** they placed *(indicated by the arrow)*.

At the end, flip all Luggage Cards along the arrow so alignment stays consistent.

Airport Security

Scores exactly like the cooperative mode, but only for their own cards (page 9)



The Smuggler

Also scores only their own cards:

Durian orthogonally adjacent to other **Durian**: gain points (badge value $\div 2$).

Durian with no orthogonally adjacent **Durian**: lose full badge value (*not halved!*).

Durian left in hand also scores negative points.



Record all players' scores, reshuffle the Identity Cards, and play as many rounds as you like.
The player with the **highest total score** wins.

Scoring Example



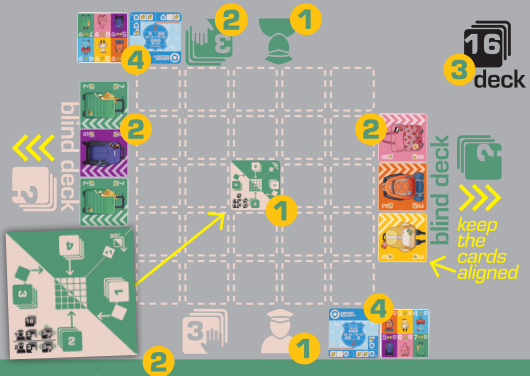
Two Players (cooperative)

- 1 Place the **Sequence Card** in the center
Sit adjacent from each other, one player facing sequence 2 and one player facing sequence 4
- 2 Shuffle all **Luggage Cards**.
Deal to each player: 3 cards, and 3 cards on each side without a player, face down! These decks are called **blind decks**.
- 3 **Form a face down deck with the remaining cards.**
- 4 Each player gets an Airport security / overview card.

You still play into a **shared 5x5 grid**. In cooperative mode your goal is the same: **keep Durian Luggage isolated**. The main differences are the **Blind Decks** and how the **Sequence Card** works.

Blind Decks

Place two face-down Blind Decks on the sides where players 2 and 4 would normally sit. Keep them aligned and seperated so you can see each card's backside (*type of luggage*).



When a Sequence interacts with a Blind Deck, use the cards face down.

These cards are revealed to a player only when they enter a player's hand.

When a Blind Deck plays a card into the grid, **align it as if that imaginary player placed it.**



Sequence Card In 2-player mode, each player controls **two Sequences per round**, the color they are facing. Players only follow the Sequence; **no one places luggage after resolving it. Resolve Sequences in order: 1, 2, 3, 4. After all four are completed**, each player **draws 1 card**, and each **Blind Deck** also receives **1 face-down card**.

The Sequences are simple: each instruction either hands a card to the left (*between a player and a Blind Deck*) or plays a card **face down into the grid**. After all four Sequences are resolved: Each player draws 1 card. Each Blind Deck also receives 1 face-down card. **Then rotate the Sequence Card 90° clockwise and start again with Sequence 1.** Continue until **the grid is filled and both players and blind decks have 1 card remaining**. Durian in the players hand will count as negative points (not in the Blind Decks).

Scoring Same as cooperative mode (page 9).



Rotate and hand out cards after Sequence 4

Solo Mode Play exactly like the 2-player mode, but you control all four Sequences. The opposing “player deck” is treated as Blind Deck. **Scoring** page 9.

Two Players (competitive)

Play exactly like the 2-player mode, but one player is the **Smuggler** and the other is **Airport Security**. Each player scores only the Durian Cards they personally placed (*never cards from the Blind Decks*). After the game, switch roles and play again. Add both scores—whoever has the higher total wins.

Scoring Same as in 3–4 players competitive mode.

Icons



x points



gain points



lose points



X hand cards



X deck cards



all draw X cards



blind deck



durian luggage



x players



player the
arrow point-
ing at played
this card



play 1
card into
the grid



draw 1
card
(follow
arrow)



hand 1
card
to the
left



luggage
without
Durian



54
-
44



Huge
promotion

43
-
33



Salary
raise

32
-
20



Keep
your job

£19



You are
fired.



all draw 1
card from
the deck



rotate sequence card
(90°, follow arrow)