

GATEKEEPING

you decide who gets to fly



SICK OF AIRPORT SECURITY

BOSSING YOU AROUND? *now it's your turn.*

in this hilarious party game, one player enforces the rules and the rest desperately try to follow them.

the rules are ridiculous.

the airport agent is all-powerful.

will you be the last traveler standing?

age 10+ | 15 mins | 3-6 players

team lizard games

SETUP

1. Choose to play COMPETITIVE or COOPERATIVE MODE (See "Game Modes")
2. Assign one volunteer (or a random player) to be the Airport Agent. The rest of the players are Travelers.
3. The Travelers must sit in a line across from the Airport Agent. Their number (1-5) is based on their position from the Agent's Point-Of-View.
4. Each Traveler draws one random Passport and five random Item Cards. They can look at their Passport and Items, but should not show them to the Agent.
 - a. All questions asked of the Traveler should be answered according to the identity on their Passport.
 - b. If a Traveler is caught not following the permanent rule listed on their passport, they are automatically out.
5. Each Traveler starts with 5 Scrutiny (tokens) in front of them.
6. The Airport Agent selects any Traveler to be first under Scrutiny, and chooses the direction of play (left or right).

HOW TO PLAY

1. The Airport Agent draws a random Policy Card and reads it silently. Unless otherwise specified, the Policy drawn applies only to the Traveler under Scrutiny.
2. The Agent may choose to read the Policy aloud, to ask any questions, and demand to see any information they like, including Passports and Items.
3. The Traveler must follow the Policy, in addition to any they are already following, until:
 - a. The Agent decides to revoke the Policy (at-will),
 - b. The Policy ends (such as “until your next turn” Policies)
 - c. They break the Policy and loses the Scrutiny, get out, or win
4. The Airport Agent has final discretion on all matters of Policy. They may be as lenient or unreasonable as they want.
5. The next Traveler in the direction of play comes under Scrutiny, and the next round begins.
6. Each time play continues past the end of the line, the Agent chooses any Traveler to Scrutinize before returning to the start of the line.
7. A Traveler caught breaking a Policy at any time will lose the listed Scrutiny.

STRATEGY

Lying & Checking

1. Travelers can choose to lie in response to any question the Agent asks.
2. The Agent can demand to inspect any Traveler's Item(s) or Passport at any time, and the Traveler cannot refuse to show them.
3. If the Agent decides a Traveler was lying, they may lose one Scrutiny in addition to any they lose as a consequence of breaking Policies.

Snitching

1. Any Traveler may Snitch on another at any time for breaking Policies.
2. The Agent decides if they have failed to adequately follow the Policy.
 - a. If the Agent decides they failed, the Scrutiny listed on the Card of the Policy they broke is taken from them and given to the Snitch, and the Policy is revoked.
 - b. If the Agent decides they didn't fail, the Snitch loses that Scrutiny instead (it is not given to the other Traveler). The Policy is also revoked from the current player and moved onto the Snitch.

GAME MODES

Competitive Mode (recommended for first timers)

- Travelers lose (individually) by running out of Scrutiny. A Traveler wins by being the last Traveler standing.
- The Agent cannot lose or win.

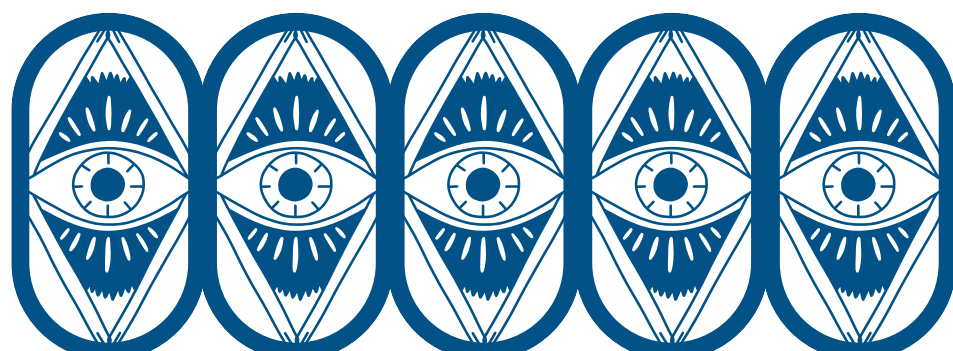
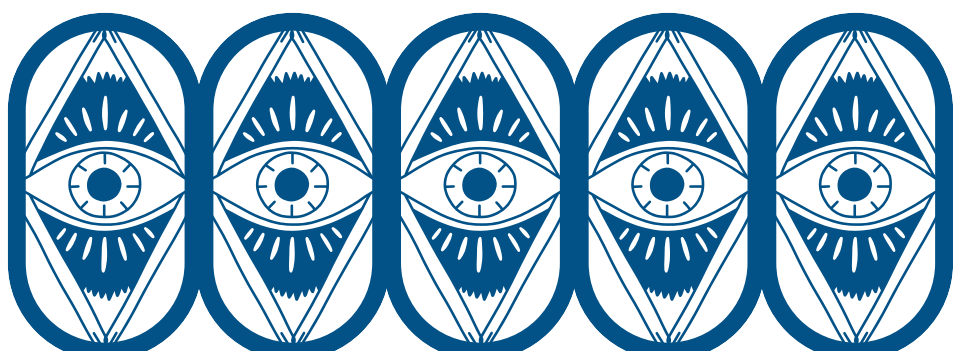
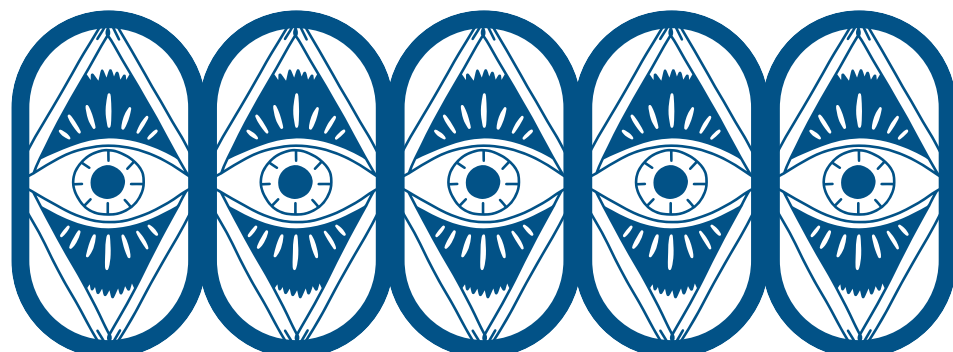
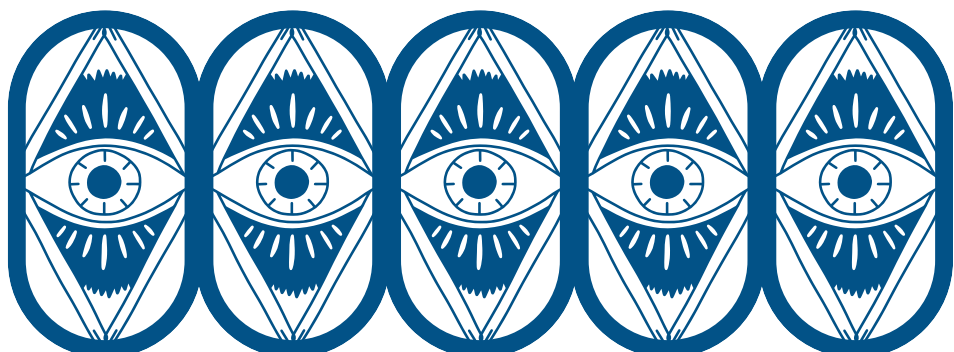
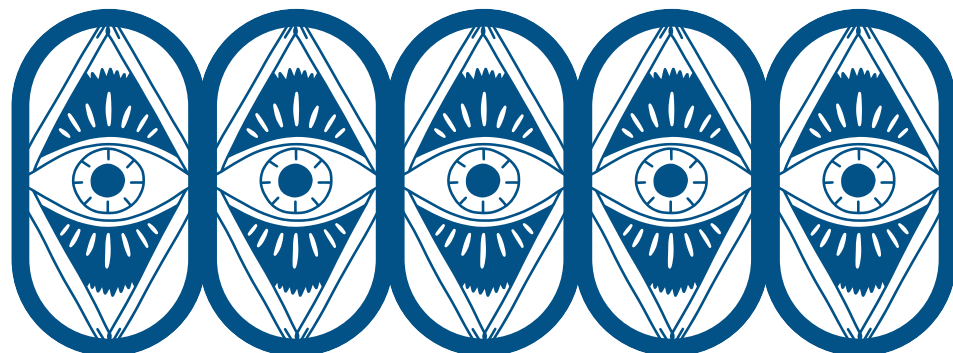
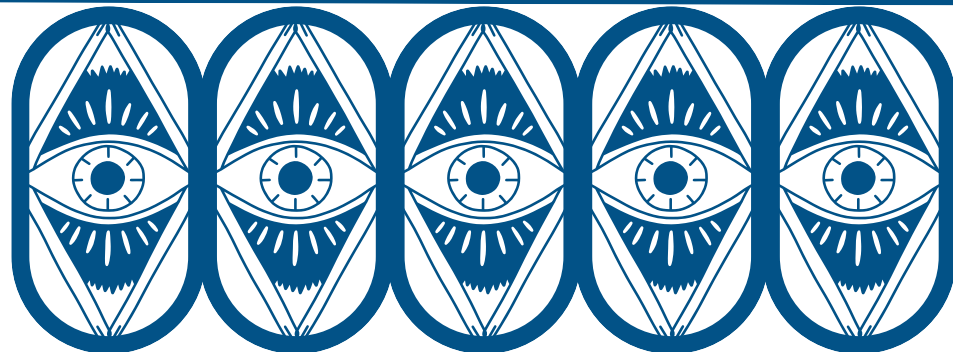
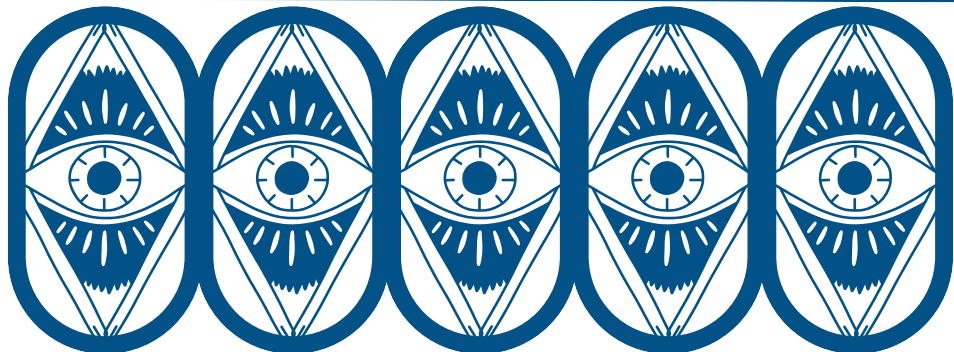
Co-operative Mode

- Travelers lose if all have gotten out before 10 Policies have been assigned. Travelers win (as a team) if at least one Traveler is left after 10 policies have been assigned.
- The Agent loses if, after 10 Policies have been assigned, any Traveler is still in. The Agent wins if all Travelers are out before the 10th Policy is assigned. The Agent cannot stall indefinitely to avoid issuing Policies.

Chaos Mode

- The Agent is the final authority on all things, including all of the rules of the game, which they may remove, change, or add to

SCRUTINY TOKENS



The Munchies	Declaration of Origin	Nutritional Facts	The Fashion Victim
<p>If you have a food item, you must pretend to be chewing something at all times, even while talking</p>	<p>If you have a food item, you must declare a plausible nation the food came from. Agent decides if they believe you.</p>	<p>If you have a food item, you must state the amount of calories it has. Agent decides if it's close enough.</p>	<p>Agent picks one piece of your clothing. Every time the Agent speaks to you, you must now adjust or "fix" your item.</p>
<p>1 Scrutiny</p> <p>Heavy Wear</p>	<p>2 Scrutiny</p> <p>Material Girl</p>	<p>1 Scrutiny</p> <p>Chromatic Value</p>	<p>1 Scrutiny</p> <p>Green Light GO!</p>
<p>If you have outerwear (jacket, sweater, etc.) you must fan yourself as if overheating until your next turn.</p> <p>Alt: End every sentence with "because it's just so warm in here..."</p>	<p>If you have a clothing item or accessory, you must state its primary material. Agent decides if they believe you.</p>	<p>Agent asks "How many [color] items do you have?". Lose Scrutiny if you are wrong or don't answer quickly enough!</p>	<p>If you have a green item, you must talk 2x as fast. Agent decides if it's fast enough.</p>

<p>1 Scrutiny</p>	<p>2 Scrutiny</p>	<p>2 Scrutiny</p>	<p>1 Scrutiny</p>
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Blue Mood

If you have a blue item, you must act depressed and sigh heavily when speaking.

That's Bull

If you have a red item, you must speak angrily.

Round and Round

If you have a round item, you must spin in a circle every time you speak.

Alt: Rotate your head in a circle every time you speak.

Straight Edge

If you have a sharp item, you must hold its card away from you at all times.

Alt: For every word you say with an 'S' sound, you must emphasize that sound.

2 Scrutiny

2 Scrutiny

1 Scrutiny

1 Scrutiny

Straight & Narrow

If you have a long, thin item, you must use it to point at whoever you speak to.

Alt: When speaking to someone, you must stare directly at them without blinking.

Inquisitive Scholar

If you have an item that contains information, you must speak only in questions.

The Harmonics

If you have a music making item, you must speak only by singing, so as to be in harmony.

Hot Stuff!

If you have an item that gets hot, you must blow a kiss whenever anyone loses Scrutiny.

1 Scrutiny

1 Scrutiny

2 Scrutiny

1 Scrutiny

The Clap	Think-Pair-Share	Measured Approach	Remote Control
<p>If you have an item that makes noise, you must clap every time someone loses Scrutiny.</p> <p>Alt: You must make a yelp any time someone loses Scrutiny.</p>	<p>If you have an item which is a pair, you must refer to yourself as 'WE' only.</p>	<p>If you have an item that takes measurements, you must end every sentence by saying "exactly".</p>	<p>If you have an item that controls something, it actually controls you. You must refer to yourself in the 3rd person.</p>
2 Scrutiny	1 Scrutiny	1 Scrutiny	1 Scrutiny
Man's Best Friend	Sentimental Value	Reason for Travel	Twin Peaks
<p>If you have a pet related item, you may only speak in "woof"s or "meow"s until your next turn.</p>	<p>One of your items is now your cherished pet. Convincingly describe your favorite memory with it to the Agent.</p>	<p>The Traveler must answer their reason for traveling, and it must be related to their Career, without looking.</p>	<p>The Traveler must correctly name a celebrity who shares the first name on their Passport.</p>
2 Scrutiny	2 Scrutiny	2 Scrutiny	1 Scrutiny

The Expert	Hometown Landmark	Headshot In The Dark	Alphabetical!
<p>The Traveler must name something from their Career only they would know, without looking.</p>	<p>The Traveler must convincingly name a landmark from their Home Country without looking.</p>	<p>The Traveler must convincingly make the face portrayed on their Passport without looking.</p>	<p>The Traveler must convincingly state the leading export of their Home Country without looking.</p>
<p>1-3 Scrutiny</p> <p>Fragile Opp</p>	<p>1-2 Scrutiny</p> <p>Expiry Clause</p>	<p>2 Scrutiny</p> <p>Zodiac Fiend</p>	<p>1 Scrutiny</p> <p>Echo Chamber</p>
<p>The Traveler must convincingly name the biggest opp (opponent/rival) they have in their field.</p>	<p>The Traveler must correctly state the expiration date on their Passport without looking.</p>	<p>The Traveler must correctly state their Zodiac sign.</p>	<p>The Traveler must repeat the last words of each sentence spoken by the Agent.</p>
<p>2 Scrutiny</p>	<p>1 Scrutiny</p>	<p>2 Scrutiny</p>	<p>1 Scrutiny</p>

FREEZE!	Contraband	Suspicion: Country	Suspicion: Country
<p>Agent: Yell "EMERGENCY! EVERYONE FREEZE!".</p> <p>The first Traveler to move fails.</p>	<p>Agent: Take 1 item from this and another Traveler, and swap them.</p>	<p>Applies to Everyone: A Home Country beginning with A-M fails the security check.</p>	<p>Applies to Everyone: A Home Country beginning with N-Z fails the security check.</p>
2 Scrutiny	0 Scrutiny	1 Scrutiny	1 Scrutiny
Suspicion: Country	Suspicion: Name	Suspicion: Name	Suspicion: Picture
<p>Applies to Everyone: A Country with a name of 6 letters or more is suspicious and fails the security check.</p>	<p>Applies to Everyone: A Name of 5 letters or fewer is similar to suspicious individuals and fails the security check.</p>	<p>Applies to Everyone: A Name beginning with a consonant fails the security check.</p>	<p>Applies to Everyone: A Passport photo not smiling is suspicious and fails the security check.</p>
1 Scrutiny	1 Scrutiny	2 Scrutiny	1 Scrutiny

Socks



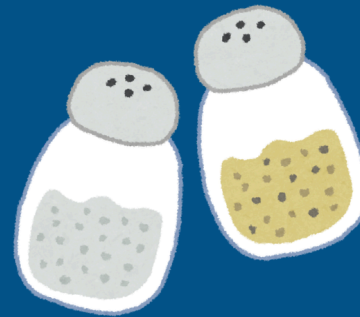
One for each foot

Earrings



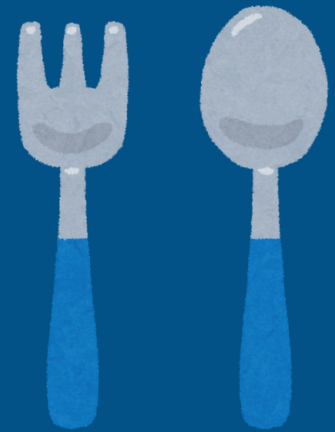
Fancy!

Salt & Pepper



Salt...and PEPPER!

Fork & Spoon



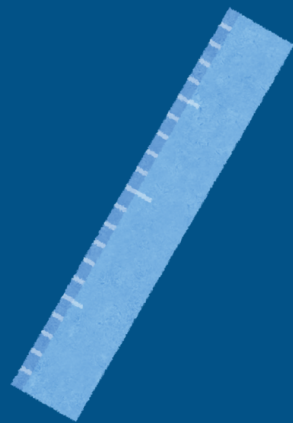
If only you could combine them...

Gloves



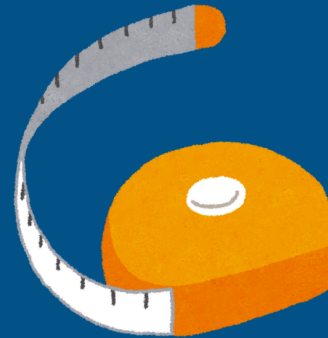
If they don't fit...

Ruler



It rules everything

Tape Measure



In case you need to measure some tape.

Thermometer



Ouch, that's hot!

MP3 Player



Relic of a bygone era

Notebook



Don't write your name in it.

Journal



NOT a Diary.

Laptop



[hacker voice] I'm in

Book



This basement is a true treasure trove.

Newspaper



All the news that's fit to print

Pencil



Perfect for tucking behind ears

Bat



Home run!

Cane



Why I oughta...

Copper Wire



Ohhh....wire!!!

Millipede



Delightfully striped

Scissors



Snip snip!

Knife



Hey Apple! Hey!

Sword



Looks like it's made of diamonds.

Razor



Do you really think they'll let you bring this?

Rusty Ol' Tin Can



Still good...probably

Juggling Balls



Courtesy of Juggling Club

Crystal Ball



Who up pondering they orb

Soccer Ball



*Goes by another name
sometimes.*

Tennis Ball



Ready? Go fetch!

Pumpkin



*Ain't gonna let it get to me,
I'm just gonna creep*

Hand Warmer



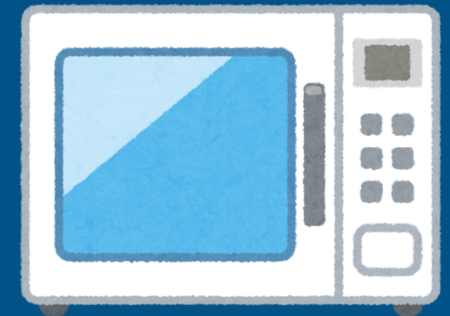
Toasty!

Tea Kettle



Perfect for crumpets.

Microwave



Perfect for Hot Pockets.

Mini Nuclear Reactor



You probably shouldn't have this

Barbecue Grill



I just wanna grill for God's sake!

Hoodie



Comfy and cozy.

Down Jacket



Perfectly pretentious

Rain Jacket



Great for Heavy Rain

Sheepskin Fur Jacket



Perfect for a zombie apocalypse

Long Jacket (Duster)



It's not a jacket, it's a duster.

Brown Fedora



Reminds you of snakes...

Green Helmet



Square Pants



Green Hat



Red Hat



Mind telling me what you're doing on that ship?

Are you ready, kids?

Hyaaa!

It's-a me!

Blue T-Shirt



Ramen



Spaghetti & Meatballs



Pizza Slice



Makes you want to place blocks...

35 cents a pack, 3 for a dollar

Just like nonna used to make

Tastes like the sewers.

Steak Dinner



How exactly were you planning to re-heat this?

Apple Pie



As American as...uh...forget it.

Kazoo



Wait a minute...who ARE you?

Party Horn



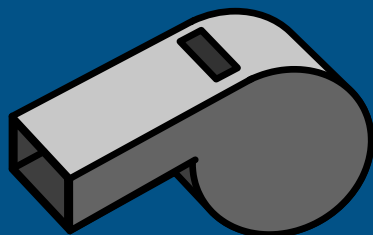
Perfect for annoying your friends

Alarm Clock



I don't want to wake up :(

Whistle



TWEEEEEEEEET!

Cuckoo Clock



Got any cocoa puffs?

Banana Popsicle



Not very effective guards.

Red Bird



Mushroom



Amogus



Cherry ICEE



[flute music plays]

Strangely colored.

Looks a little...sus.

shurrrrrp

Violin



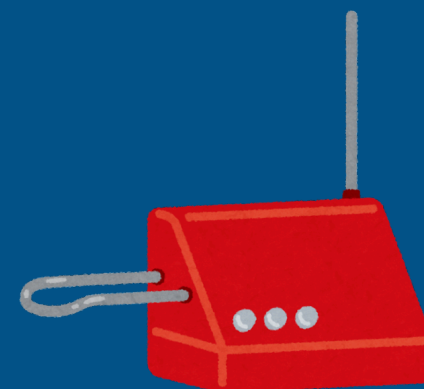
Microphone



Tuba



Theremin



Not the world's smallest

Stolen from The Harmonics

Reminds you of singing vegetables.

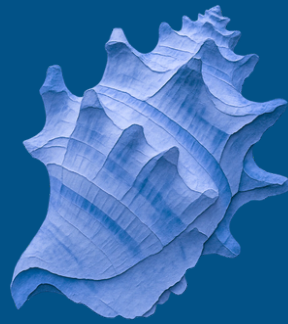
oooooweeeeeeoooo

Blue Raspberry ICEE



slurrrrrp

Blue Shell



Uh oh.

AI Companion



This cave is not a natural formation.

Energy Sword



How did you get this...?

A Leaf



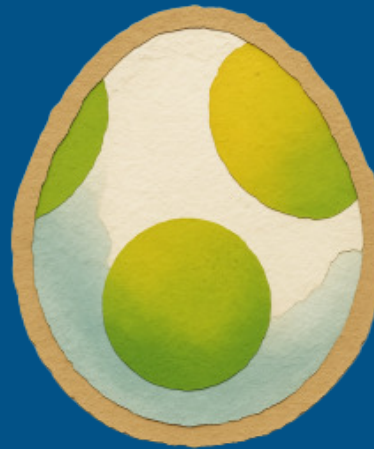
Hope you aren't allergic

Ogre Statue



What are you doing in my swamp?

Mysterious Egg



What kind of creature is this from?

Explosive Creature



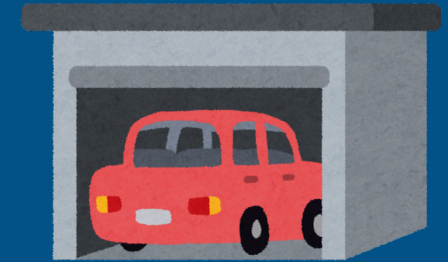
Not sure this one will make it through security.

Speedometer

Scale

TV Remote

Garage Door Opener



We got a runner!

Just ignore it

AKA, The Clicker

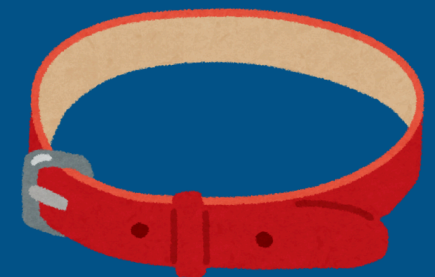
Better go quick!

Car Keys

Gaming Controller

RC Car + Remote

Collar



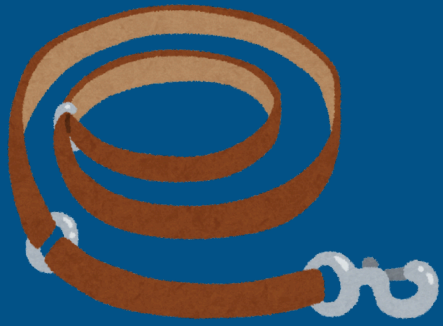
Where did I put them?

pew pew

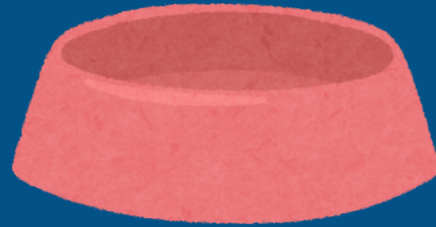
Vroom!

Questionably large for a dog

Leash



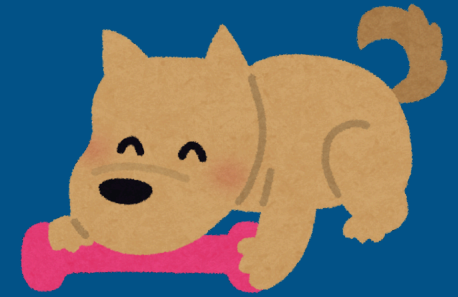
Dog Bowl



Scratching Post



Squeaky Toy



You do have a dog..right?

...why is your name on it?

A bit worn out

squeak squeak

PASSPORT

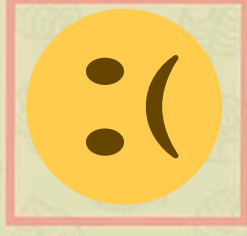


Photo

Name: Nicholas
 Nationality: North Polish
 Profession: Toy maker
 Rule: Say "ho ho ho" at the start of every sentence

DOB: December 25th
 Issued: January 1st
 Expires: December 31st

PASSPORT



Photo

Name: Alex
 Nationality: Camdijland
 Profession: Consultant
 Rule: All your sentences are at most 5 words

DOB: February 17th
 Issued: July 4th
 Expires: September 26th

Photo

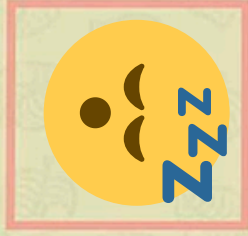


Name: Florence
 Nationality: Roboton
 Profession: Machinist
 Rule: Speak in a robot voice

DOB: February 2nd
 Issued: February 10th
 Expires: December 25th

PASSPORT

Photo



Name: Jessie
 Nationality: Farnlandia
 Profession: Ranch hand
 Rule: Say "jee-haw" at the end of every sentence

DOB: May 10th
 Issued: June 21st
 Expires: December 31st

PASSPORT



PASSPORT



Photo

Name	John
Nationality	Johnland
Profession	Mediator
Rule	Always say "I agree" to the previous speaker
DOB	May 23rd
Issued	October 15th
Expires	June 12th



PASSPORT



Photo

Name	Elizabeth
Nationality	England
Profession	Writer
Rule	No contractions (don't, won't, can't, etc.)
DOB	November 1st
Issued	September 26th
Expires	July 13th



PASSPORT

Photo



Name	Mr. Lovely
Nationality	Valentia
Profession	Matchmaker
Rule	Must blow kisses each time it's your turn.
DOB	February 14th
Issued	February 14th
Expires	February 15th



Photo



Name	De Vil
Nationality	Hell
Profession	Torturer
Rule	Any time you laugh, it must be an evil laugh
DOB	December 1st
Issued	March 21st
Expires	August 31st