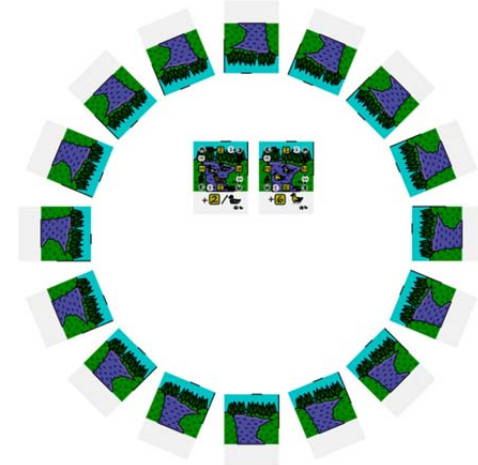


Duck, Duck, Grey Duck is a set-collection game where you must move, swap, flip and rotate your way to the best group of ducks on the pond. You know two bonuses right away, but whittle down the options until two more bonus cards are chosen. The person with the most points and bonuses wins.

No ducks were harmed in the making of this game. One loon failed to receive a royalty check on time, but that has since been handled by our lawyers and a resolution has been reached. Enjoy!!

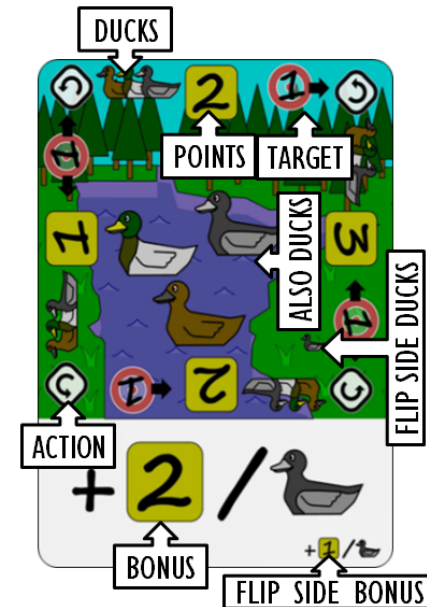
Setup

1. Shuffle the cards. Flip half over each time you shuffle.
2. Set aside two cards. These will be two of the Bonus cards.
3. Place the remaining cards in a circle with the bonus (white) side out.



4. The player with the best duck call goes first.

The Card



Game Play

- You may discard from play a picked up card to use its ability again.
 - Choose a card.
 - Move the card around the circle the number and direction indicated in the target.



- Leave your chosen card in the new location and pick up the card your chosen card lands on.
- Take the action in the corner of the picked up card.



Swap two adjacent cards.



Rotate one card to a different orientation.



Flip one card over (bonus side should point in the same direction once flipped).

- Set picked up card next to you with the side facing the circle center facing up.




- Play passes to the other player.

Game End

The game ends when there are two cards remaining in the circle. Add these two cards to the two set aside earlier. You now have four Bonus cards.

The Bonuses

+ **2** /  Get a set number of points for each matching item you have collected.

+ **4**  FEWEST Get 6 points for collecting the most of a matching duck/loon.

+ **6**  MOST Get 4 points for collecting the least of a matching duck/loon.



Set of one of each duck



All ducks (no loons)



Card with exact number of ducks

Final Scoring

Total all points in the yellow squares at the top of your cards. Remember some are rotated. Then add in the points for Bonus cards. When there is a tie for bonuses, both players get the bonus. Highest score wins. If there is a tie, most loons wins. If still tied, it's a tie game, play again.

Credits

Game Concept: Chris Romansky

Artwork: Chris Romansky

Thank you to play testers Rachel Romansky, Joel Sherman, Crystal Sherman, Justin Johnson and Danielle Johnson.



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