

Players



2-9

Ages



8+

Play Time



45-75 Min



DUCK THAT **GOOSE!**



Game Instructions

THE POINT OF IT ALL

Get ready for some card-flipping, score-twisting action! Each round, players take turns adding, removing, or flipping cards on their range until every card is face-up. At the end of each round, tally up the face-up cards and watch your score climb. But here's the twist – the player with the lowest score at the end of the game snags the victory!

CONTENTS

- 69 Playing Cards.
- 1 Playing Card Inventory Card.
- 4 Basic Instructions Cards.

PLAYING CARD INVENTORY

Card Name	Quantity	Value
Diddly Squat	4	0
Piece of Cake	4	+1
Second Sight	3	+4
Hot Potato	4	+5
The Devil is in the Details	4	+6
Seven Deadly Sins	3	+7
Behind the Eight Ball	4	+8
Shoot Yourself in the Foot	3	+9
Wouldn't Touch with a 10' Pole	4	+10
Wild Goose	1	+11
Wild Goose Chase	3	+11
The Deadly Dozen	4	+12
A Perfect Storm	4	+13
Double-Edged Sword	2	×2
Not Half Bad	2	÷2
Peachy Keen	4	-3
Four-Leaf Clover	1	-4
Lucky Number Seven	1	-7
On Cloud Nine	1	-9

Card Name	Quantity	Value
Burst Someone's Bubble	1	+1
Cash Cow	1	+3
Control Freak	1	+1
Copycat	1	?
Dodged a Bullet	1	×0
Flip the Script	1	+1
Kill Two Birds With One Stone	1	+1
Ride The Gravy Train!	1	-13
Second Wind	1	+1
Steal Someone's Thunder	1	+1
Throw Someone Under the Bus	1	+13
Turn the Tables	1	+1
When the Time is Ripe	1	+1

GAME LENGTH

Below is a recommended numbers of rounds to play. You may choose any number of rounds in your card-flippin crew.

PLAYERS	CARDS DEALT	ROUNDS		TIME (MIN)
		SHORT	LONG	
2	6	10	13	SHORT = 45 LONG = 75
3-5	4	7	10	
6-9	4	5	7	

NOVICE PLAYERS GAME SETUP

Remove the following purple cards from the deck before starting the game.

- Burst Someone's Bubble
- Cash Cow
- Flip the Script
- Kill Two Birds With One Stone
- Throw Someone Under the Bus
- Turn the Tables
- When the Time is Ripe

ADVANCED PLAYERS GAME SETUP

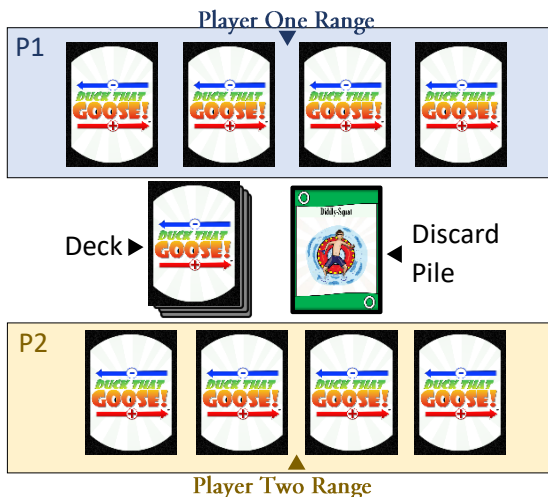
Use all 69 playing cards of the deck with all 13 purple cards.

HOW TO PLAY

Start of Round

- 1) Shuffle all the playing cards of the deck.
- 2) Deal four or six cards to each player facedown. [*Player Count*]
- 3) Each player looks at **exactly two** of their cards without showing to the other player(s), memorizes them, then places them back facedown with their other cards in front of them on their range arranged any way they prefer without covering any card with another.
- 4) Place the deck facedown in the middle of the table.
- 5) Take the top card of the deck and place it faceup beside the deck. This is the discard pile.
- 6) The player to the left of the dealer starts their turn.

STARTING LAYOUT EXAMPLE



TAKING TURNS

The player taking their turn starts by either drawing the top card of the deck or taking the top card of the discard pile. When a player has no remaining facedown cards on their range, that player skips their turn until all players cards are faceup on each range.

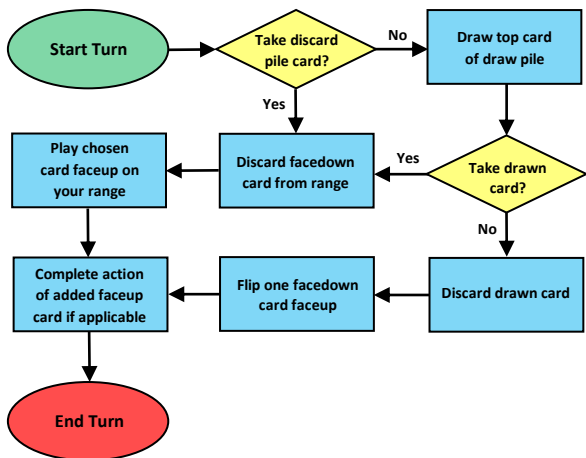
If drawing a card from the deck:

- 1) Look at the card and decide if you want to add it to your range or discard it.
- 2) If you do not want the card, discard it to the top of the discard pile and turn one of your facedown cards faceup. [*Skip step 3 if you discarded the card*].
- 3) If you would like the card, first choose, and discard one of your facedown cards. Then add the drawn card faceup to your range.
- 4) If the card added or turned faceup on your range has an action, complete it now if required.
- 5) End your turn. The next player to the left takes their turn.

If taking a card from the discard pile:

- 1) Take the top card of the discard pile. Choose and discard one of your facedown cards, then add the chosen card from the discard pile to your range faceup.
- 2) If the card added to your range has an action, complete it now if required or wait to play the action at another time, as indicated.
- 3) End your turn. The next player to the left starts their turn.

TURN STRUCTURE FLOWCHART



END OF ROUND



The round comes to an end when each player has only faceup cards on their range. If a player has all faceup cards, that player passes their turn to the next player on the left until all players have only faceup cards on their ranges.

At the end of each round, each player tallies all faceup card values on their range. Then tally any additional values that were acquired from action cards within the round [*i.e. The Devil is in the Details*]. The final step of calculating your score for a round is to divide or multiply when applicable [*i.e. Not Half Bad*].

Each player adds their total score to their corresponding game score. The player left of the dealer gathers all the game cards and shuffles them together. They then deal cards for the next round.

CANCEL SYMBOLS

Some cards in *DUCK THAT GOOSE!*[™] have symbols at the top right and bottom left of the card signifying if they cancel out to zero with other cards. Below are the symbols and how they work.

Symbol	Does it cancel	How many or what
	Yes	2 cards with the same value & symbol
	Yes	3 cards with the same value & symbol
No Symbol	No	It cannot

Note: There is an additional cancel symbol.

[See *Wild Goose Chase* in *ACTION CARDS*].

EXCEPTIONS, ADDITIONAL RULES & SYMBOLS

Some cards in *DUCK THAT GOOSE!*[™] are required to be taken, voiding your ability to choose if you want the card.

[See *Wild Goose Chase* in *ACTION CARDS*].

Some cards in *DUCK THAT GOOSE!*[™] may be required to be played more than once. [See *Hot Potato* in *ACTION CARDS*].

Players may end a round with more cards or less cards on their range than they started with (more or less than 4). It is possible to end a round with zero cards on your range. It is possible to end a round with greater than 4 cards on your range.

During rounds, players may not look through the discard pile unless an action on a faceup card on their range allows them too.

Players may not look at their facedown cards unless it's the start of a round or a card's action allows them to. If a player looks at facedown cards outside of these times, they are given a penalty of +20 points to their game score.

ACTION CARDS

This section will provide a more detailed explanation of the action cards. Most action card abilities activate when they are added to a player's range from the deck, discard pile, or are turned faceup on a range. **Play** means the card is added to a player's range from the deck, discard pile, or is turned faceup on a player's range. A card that is moved from one player's range to another player's range does not count as being played.

+4

Second Sight

When this card is played on a range, that range's owner looks at each of their facedown cards.

+5

Hot Potato

This card moves left to the next player's range each time a purple card is played on any player's range. Hot Potato moves before the action of the purple card that was played is completed. This card does not cancel.

+6

The Devil is in the Details

This card cancels with three of the same cards instead of the usual two. Anytime this card is played on a range, add all copies of this card from the discard pile to that range faceup. If you have exactly three of these on your range at the end of the round, add +6 points to all opponents' total scores. If you have four or more on your range at the end of the round, the +6 points to each opponent ability does not trigger, and only three of the total sixes cancel.

+9**Shoot Yourself in the Foot**

When this card is played on a range, if that player has one or more blue minus faceup cards, that player must choose one and discard it.

+11**Wild Goose Chase**

You cannot discard this card if you draw it. You must take this card if it is the top card of the discard pile. You may discard this card if it is facedown on your range. Unlike other action cards, this card's action occurs as it is drawn or if it is the top card of the discard pile. Wild Goose Chase can only cancel with a Wild Goose. Two Wild Goose Chases cannot cancel with each other.

×2**Double-Edged Sword**

Multiply your total score by two at the end of the round. Before multiplying your total score, add all other cards on your range and each other range that is adding or subtracting points to your total score.

÷2**Not Half Bad**

Divide your total score by two at the end of the round. Before dividing your total score, add all other cards on your range and each other range that is adding or subtracting points to your total score.

+1**Burst Someone's Bubble**

When this card is played on your range, reveal the top card of the deck, then put that card faceup on top of any faceup card of your choice on any range. If the revealed card has an action you may choose to complete the action if able. This card replaces the name and value of the card it is on top of. The card that's on top can be chosen by other action cards as normal. If any card's action moves, discards, or flips the card that's on top, the bottom card reverts to its original name and value. If the card on top is flipped facedown, add it to the

applicable player's range and it no longer covers the bottom card.

+1

Cash Cow

At the start of each turn look at the top three cards of the deck, then rearrange those cards in the order of your choice and place them back on top of the deck facedown. If Wild Goose Chase is one of the three cards, you are not required to take it because you are looking at the top three cards not drawing them.

+1

Control Freak

When this card is played on your range, choose an opponent. You control each aspect of their next turn. If they do not have another turn, this card's action will do nothing.

You decide:

- If they will draw from the deck, or discard pile.
- If they will discard the drawn card or add it to their range.
- Which facedown card they will turn faceup.
- If they have action cards, how they will be used.

+1

Copycat

When this card is played on your range, it becomes an exact copy of your choice of any non-blue or non-purple card in the base game of *DUCK THAT GOOSE!*[™].

Valid choices: (0, 1, 4, 5, 6, 7, 8, 9, 10, either 11, 12, 13, $\times 2$, $\div 2$)

If the chosen card has an action, it also gains that action, and you may complete that action.

$\times 0$

Dodged a Bullet

Multiply your total score by zero at the end of the round. Before multiplying your cards, add all other cards on your range and each other card's action affecting your score on any other range if applicable.

+1**Flip The Script**

When this card is played on your range, you may choose another faceup card on any player's range. The chosen card is flipped facedown. If the chosen card was on an opponent's range, add it to your range. The player will have an additional facedown card and an extra turn because of it. If the chosen card has an action, it can be played again if turned faceup on a later turn. You cannot Flip The Script facedown.

+1**Kill Two Birds With One Stone**

When this card is played on your range, Choose one or two players. For each chosen player, add a yellow or orange card from the discard pile to their range faceup. You may choose yourself as a player.

The added cards are additional cards on the range(s). Yellow or orange cards are one of the following: +4, +5, +6, +7, +8, or +9. If the added card(s) have an action, the players that receive them on their range complete the actions if applicable.

+1**Second Wind**

When this card is played on your range, you may discard a non-purple faceup card on your range. You may choose not to discard a faceup card from your range.

+1**Steal Someone's Thunder**

When this card is played on your range, you may choose a faceup card on any opponent's range, add that card to your range faceup. The card counts as an additional card on your range. You may not complete the action of the added card.

+13**Throw Someone Under the Bus**

When this card is played on your range, choose an opponent. Add this card faceup to that player's range. This card counts as an additional card on that player's range. The player that played this card will have one less card on their range.

+1**Turn the Tables**

When this card is played on your range, each player chooses a faceup card on their range. Once each player has chosen a faceup card, you decide left or right to move those cards. All chosen cards will move to the next player on the left or the right. Some players may receive a faceup card without moving one of their own if they did not have a faceup card to choose when this card was played.

+1**When the Time is Ripe**

Add the top card of the discard pile to your range faceup. This card may be flipped faceup at any time. This card's action may be used at any time while faceup during the round. This card's action takes priority over all other card's actions or player's decisions except for any faceup Hot Potato in play. When this card's action is used, pause each other action being conducted and any opponent conducting their turn until this card's action is completed. You may complete this card's action while it is facedown. You may choose not to complete this card's action during the round.

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