

Crazy Ducks



8 years upwards



For 2 to 4 players



Contents: 70 cards (5 turtles, 5 flamingos, 60 ducks of 5 different colours).



Object: To win as many cards as possible by determining the colour of the 3-legged duck kept secret by an opponent.

Setup: Shuffle the cards. Players take it in turns to take the top card from the draw pile. If the card is not a duck, return it to the bottom of the draw pile and take another card. As soon as you draw a duck card, look at it secretly and keep it face down in front of you.

For each player: all ducks the same colour as your secret card are **3-legged ducks**.

Number of legs per animal:

- Duck = **2 legs**

(except the ducks of your colour, which have 3 legs)

- Turtle = **4 legs**

- Flamingo = **1 leg**

Then deal three cards to each player, which they hold in their hand. Turn the top card from the draw pile face up in the middle of the table, to serve as the starting card.



Game rules: The youngest player starts and play then continues in a clockwise direction. On your turn, lay down 2 or 3 of your cards (never 1) by placing them in contact (in a row or a column) with one or more cards already on the table, and then draw again so that you are always holding 3 cards in your hand.

The following player then announces to all the others the number of legs that appear in the row or column you just formed.

And so on...



Starting card



Cards laid down by player 1



- Example 1: You lay 2 ducks down next to the starting card: there are now 3 ducks in a row. None of the ducks on the table is the same colour as the following player's secret duck: so that player announces "6 legs" ($2 \text{ legs} \times 3$).
- Example 2: Same case as in the previous example, but the following player's secret duck is green: so that player announces "7 legs" ($2 \text{ legs} \times 2 + 3 \text{ legs}$).

Based on a player's announcements, the other players try to guess the colour of his/her secret duck.

As soon as you think you have guessed the colour of another player's secret duck, announce it:

- If you are right: take all the cards on the table and place them in front of you as cards you have won.
- If you are wrong: it is the owner of the 3-legged duck who takes the cards and puts them in front of him/her as cards he/she has won.

Only the player whose 3-legged duck has been guessed at (rightly or wrongly) replaces his/her secret duck card, by placing it at the bottom of the draw pile and taking another.

Place a new starting card in the middle of the table, and then it is the next player's turn.

The game ends when the draw pile is exhausted and the players have laid all their cards on the table.

Winning: At the end of the game, the player with the most cards wins the game.

A game by Jean-Jacques Derghazarian