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Instructions
in English

SITTING DUCKSTM

gallery

2ND EDITION

For 3 to 6 Players, Ages 10 to Adult
Playing Time: Approximately 20 Minutes

Overview:

Remember those shooting arcade galleries with the rubber ducks that floated around in a circle? This is a table-top variation on that! However, to make the game just a little edgier, it's now every duck for itself. You have ducks you are trying to protect, while, as the shooter, you are attempting to eliminate all the other ducks. So, let the feathers fly!

Object of the Game:

Shoot all of the other players' ducks and keep yours from going under so you can have the last duck swimming!

Contents:

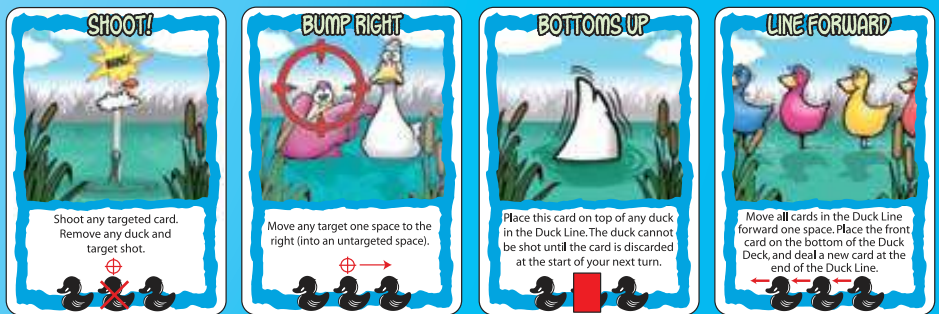
41 Duck Deck Cards:

The Duck Deck has 6 ducks in 6 colors, plus 5 empty water cards. These cards will be laid out to form the Duck Line.



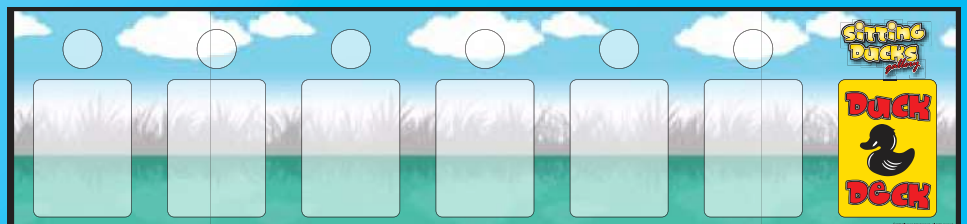
54 Action Cards:

The Action Cards Deck consists of Action Cards that will allow players to target, shoot and otherwise affect the line up of the cards and targets in the Duck Line.



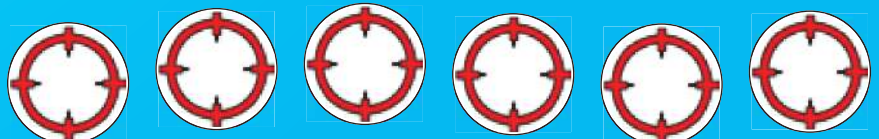
Duck Line Board:

The Duck Deck Cards are dealt onto this board, forming the Duck Line.



6 Targets:

The targets are used to mark those ducks that are in danger of being shot, while in that position of the line.



Set Up:

From the Duck Deck, everyone chooses a color and places one duck of that color in front of them, designating which color each player will represent during the game. Duck cards in colors that are not being used are removed from play.

The remaining 5 ducks of each color get shuffled together along with the 5 "empty water" cards. These cards are placed face down on the board and become the Duck Deck that feeds into the Duck Line.







Front of the Duck Line

Put the Duck Deck here

The top 6 Duck Deck cards are dealt out from left to right in a line on the board and should all face the same way so that all ducks look like they are "swimming" away from the Duck Deck. This becomes the Duck Line. Shuffle the Action Cards and give each player three cards. The remaining cards are left as a draw deck and placed where all players can reach them.

Game Play:

The player whose duck is at the front of the Duck Line goes first. Each turn, you must play one of your cards, then draw another card so you continue to hold three. The order of play is as follows:

-  Play an action from the Action Cards in your hand. You must play an Action Card every time on your turn even if it does not help (or even hurts!) you.
-  Add a target marker above a card, if necessary.
-  Adjust the Duck Line, if necessary: this includes removing cards that have been shot, moving the line forward, swapping positions of cards, etc.
-  Draw to replenish your hand back to three cards.

Note: An Action Card must be played on your turn, even if it forces you to do an action that you do not want to do. If all of your Action Cards will create an action that is not possible, then the card may be discarded, but you may not opt to discard or "burn" a card if the action can be done.

As each duck is shot, it is removed and placed in front of the player of that matching color. When you have all six of your ducks in front of you (five that were shot plus the one you started with), you can no longer win the game. However, you may still play action cards - targeting, shooting, and wreaking havoc in general. Revenge has never tasted as sweet!

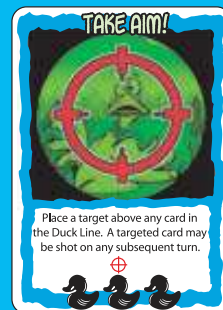
End of the Game:

The player with at least one duck remaining when all the other players' ducks have been shot is the winner!

Glossary of Action Cards:

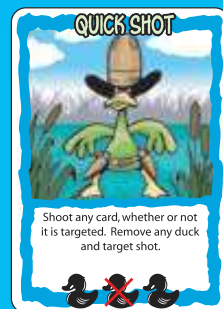
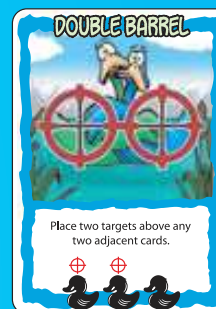
Targeting and shooting ducks

"Take Aim" cards may be used to position a target marker over any card in the line. This marker is actually aimed at the space where the card is and not the card itself, so if the line moves forward and the cards move, the marker stays where it is on the line, causing a different card to be targeted. Targets may be placed over empty water cards as well.



"Shoot" cards can be used to shoot a card that has been targeted with a marker. Any player can play a "Shoot" card to remove a duck under a target. Once that duck has been removed, the cards behind it move forward to fill in the gap, and a new card is turned over from the Duck Deck to fill in the last spot. The target marker is removed from the Duck Line. Any duck that is shot is removed from play and placed in front of the player with that color. If a target marker over an empty water card is shot, the target is removed, but the water card remains in the Duck Line.

"Double Barrel" allows you to target two adjacent spaces in line. Place two markers over any two cards that are next to each other. If there are not two available target spaces, but just one, target only the one available space. The other "barrel" is wasted.



"Quick Shot" acts as "Take Aim" and "Shoot" rolled into one. Upon playing this card, you can immediately remove any duck of your choosing, targeted or not. If there was a target marker, remove it. Fill in the line as noted above.



"Misfire" is used to shoot any one card that is adjacent to a card that is targeted. If the shot hits a duck, the duck and the original target are removed. The duck that is shot may also have a target above it, but that target is not removed.

"Two Birds" is used to shoot two adjacent cards that each already have a target over them. If only one card is targeted, or if the two targeted cards are not next to each other, "Two Birds" may not be used.



"Bump Left" and **"Bump Right"** allow you to move any target marker into an available target space in the direction noted. For "Bump Left", move the target marker one space closer to the front of the line, i.e. the direction the ducks are facing. You may not bump left a target placed on the first card in line. For "Bump Right", move the target marker one space closer to the Duck Deck. You may not bump right a target placed on the last card in line. **Note: You may only bump a target into an open target space!**

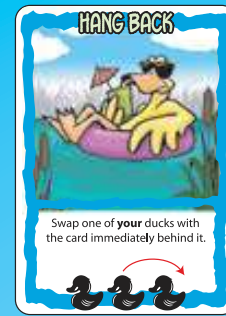
Moving the line

"Line Forward" moves the entire Duck Line forward one space. The card at the front of the line is removed and set face down underneath the Duck Deck; the other cards are each moved one space forward, and the top card of the Duck Deck is used to fill in the last space.

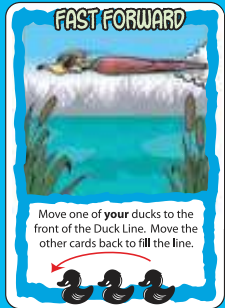


Moving ducks

"Hang Back" allows you to swap your duck with the card immediately behind it. If you are the last duck in line, you may not use this card. **You must use this card on your own duck.**



"Move Ahead" allows you to swap your duck with the card immediately in front of it. If you are the first duck in line, you may not use this card. **You must use this card on your own duck.**



"Fast Forward" allows you to place your duck in the front of the line, and move the other cards behind you to fill in the line. **You must use this card on your own duck.**

"Disorderly Conduct" allows you to rearrange any cards in the Duck Line in any order you wish. All targets remain in their original places.

"Duck Shuffle" removes all cards from the Duck Line and puts them back into the Duck Deck. The Duck Deck is then shuffled and 6 new cards are dealt into the line. All targets remain in their original places.

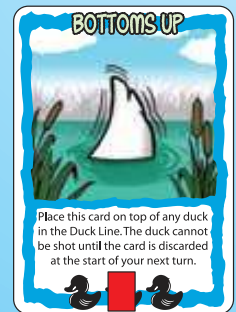


Defensive moves



"Duck and Cover" allows you to place your duck card underneath any adjacent duck, so it is covered. You may not play this card if you do not have a duck adjacent to your position. You may only place your duck under another duck, not an empty water card. Cards are moved forward to fill in the space. As the line is moved you remain behind the covering duck. If the covering duck is in the front of the line when a "Line Forward" is played, you are safely removed as well. If the duck covering you is targeted and shot, you then become uncovered.

"Bottoms Up" allows any duck to hide for one full round. Place the "Bottoms Up" card over any duck in the line, where it remains until the beginning of your next turn, when it is then removed. The space may still be targeted. If a player shoots at that space, the target is removed, but the duck, still covered with the "Bottoms Up" card remains in the Duck Line. A duck **cannot** be shot while the "Bottoms Up" card is covering it. Any changes to the Duck Line still affect the duck with the "Bottoms Up" card covering it.



Hints and Tips:

- Joining forces with other players to create an alliance can work to your advantage, but be careful with whom you put your trust, as in this game it's every duck for itself!
- Try to keep track of your ducks as they "fall off" the Duck Line and back into the Duck Deck, so you know when they should be re-entering the water.
- Shooting targets above empty water cards or ducks in front of you in line will get rid of the target. That way, if the Duck Line moves forward, your duck won't move into an already targeted space!
- Conversely, targeting a space just ahead of an opponent's duck is a good idea if you think someone is going to move the line forward. Once their duck moves under the target, it can then be shot.
- Revenge reigns in this game, so be careful about being too trigger-happy with one particular opponent! Even if they are removed from the game, they can still play Action Cards and get you back!