

“Duck Duck Bruce” Quick Start

Object:

Score the most points by collecting the widest variety of high-numbered duck cards or by getting Bruce to help fetch opponents duck cards. Ducks are numbered from 1 to 4 but only the highest number in each collected suit counts at the end of a round.

Setup:

Shuffle the deck, place it face down in the center to form a draw pile. Place the die within reach of all players. Have a pen and paper handy for scoring.

How to Play:

- 1) **Start player:** Last person to feed a live duck goes first and play proceeds clockwise.
- 2) **Play Cards:** On your turn, take the top card from the draw pile and place it face up to the right of the pile to start a row.
- 3) **Duck Cards:** If the card is a ‘duck’, first say “duck!” and then either:
 - a) end your turn by taking the card and placing it face down in front of you to form your nest,
 - or b) continue turning over cards and adding them to the row in order to win more cards.Each time you reveal a duck card whose suit isn’t already face up in the row, you must choose to either continue or end your turn by collecting the face up row.
- 4) **Double Ducks:** If you reveal a duck card that matches a suit already face up in the row, then your turn ends immediately and you lose all the cards in between, including the 2 that match (number is irrelevant). Take the remaining cards and add them face down to your nest.
- 5) **Bruce Card:** If you turn over a card showing Bruce, everyone shouts “Bruce!” then your turn ends immediately and you lose all the face up cards in the row. But now you have an opportunity to take cards from an opponent’s nest. 1st choose a player & declare how many cards you wish to take (from 1 to 3). Then roll the die. There are 3 possible outcomes:
 - a) If the roll is the same number or higher, you win the number declared. Randomly select from opponents face down cards, show them to the other players & add them to your nest.
 - b) If the roll is lower you receive nothing.
 - c) If the roll is -1 then your chosen opponent gets to steal one face down card from your nest! The opponent shows it to everyone & adds it to their nest.

End of Round: As soon as the last card from the draw pile has been revealed (after finishing the players turn). Turn over your nest and sort your ducks into suits according to color. Then select the highest number card from each suit and discard the rest. Add highest numbers, total and record. The lowest score begins the next round after all cards have been well shuffled.

End & Winning the Game:

- The player with the highest total score wins. A game can be played 3 ways:
 - a) Play for a certain number of rounds
 - b) Play for a specific length of time
 - c) Play until 1 player reaches a set point value (suggested = 77 points).