

Lucky Ducky

Contents:

40 duck cards, 1 spinner, 4 duck number guide boards.

Object

To be the player with the most ducks at the end of the game.

To play

- Spread out all the duck cards, face down on the table
- Each player takes a duck number guide board.
- The youngest player starts by spinning the spinner. They choose a face down duck and, before turning it over, they try to guess whether the number on the duck will be higher or lower than the number shown on the spinner. (Younger players can use the duck number guide to help them to see how many numbers are higher and lower than the one shown on the spinner).
- The player turns the duck over and if they have guessed correctly they put the card, face up, in front of them. If their guess is incorrect, the player must show the card to the other players and then return it, face down, onto the table.
- Play passes to the person on the player's left.
- Play ends when there are no more ducks left to turn over.

The winner

The winner is the player with the most ducks at the end of the game. If there is a draw, the number value of the ducks can be added together and the player with the highest total wins.

Variation for older players

If a player guesses correctly, they may continue to make further guesses based on the number on the card that they have just turned over. The player can choose to stop guessing at any point and keep all the cards they have correctly guessed. If the player makes an incorrect guess they do not collect any ducks and all the cards turned in this round are returned face down onto the table! Play then passes to the next person.

Other gameplay

With the 40 duck cards, players can use them to play 'Snap' or 'Pairs'.



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Not suitable for children under 36 months due to small parts.