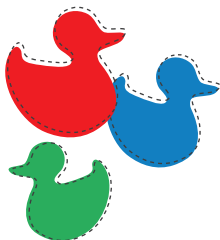


# duck a-roo™ GAME



AGES  
3+



10  
MINUTES



2-4  
PLAYERS

If you'd like to learn to play by watching a short video instead of reading these rules, please visit [www.amigo.games/game/duck](http://www.amigo.games/game/duck).

## CONTENTS

1 Large  
Mama Duck



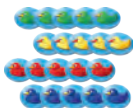
3 Small  
Ducklings



1 Eyeball  
Sticker Sheet



20 Duck  
Pond Tokens  
Instructions



## OBJECT OF THE GAME

To make the most matches; players make a match every time they flip over a token that matches the last duck in line.



## SET UP

1. Put the eyeball stickers on the ducklings.
2. Place all the tokens on the play surface with the duck side face down.
3. Place all the ducks in a line near the tokens, with the yellow mother duck at the front (mother ducks love to have their ducks in a row!).
4. The youngest player goes first.



## PLAYING THE GAME

### 1. FLIPPING OVER A TOKEN

Players take turns flipping over tokens; when they flip over a token they must show it to all players.

### 2. MAKING MATCHES:

When the token matches the color of the last duck in line, the player who flipped over the token:

- a. Calls out “Duck-a-roo!”
- b. Moves the last duck in line to the front of the line.
- c. Keeps the token and places it face up in front of him/herself.
- d. Takes another turn. Players continue to take turns as long as they make matches. When they're done, play passes to the left.



### 3. TOKENS THAT DON'T MATCH

When players flip over a token that doesn't match, they flip it back over and their turn ends. Play passes to the left.



#### WINNING THE GAME

The game ends when a player collects the last token and the mother duck swims back to the front of the line. The player with the most tokens wins—players can count or stack up their tokens and compare the height of their stacks.



If you have questions on these rules or on any of our products, please call us at

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**M-F 9:00 – 6:00**

CENTRAL TIME

We'll do our best to help you.

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