

If it matches your Adult Duck, place it on the pond, otherwise place it in your one of your Holding Nests to try and stop other players from winning.

4. Once all tasks are completed, the player on your left takes their turn and so on.

5. Once all your Ducklings are in the Pond, make your way to any of the Launch Pads and enter the water.

6. You must roll the exact number to land on a Launch Pad.

## - How to Win -

Each player must spin the exact number to get them onto any Launch Pad, otherwise you will move back the number of spaces remaining of that spin.

The winner is the player who has all their Ducklings and Adult Duck in the water.

## - FAQs -

**Do I act on my spin first or the Special Stepping Stone?** A *Special Stepping Stone* should be acted upon immediately, for example if a player spun Green-3 and lands on a Robber Duckie, the duckling should be taken first and then the question asked for chance to win a further duckling from the Nesting Ground Bag.

**How many players can play Who Gives a Duck?!** The game can be played with 2-4 players as standard, or you can play in teams. Challenges can then be completed by chosen players.

**Is there a faster way to play?** To speed up game play, simply collect six ducklings of any colour and get to the Launch Pad.

**What is the recommended age range?** The game is suitable for players aged 8 and up. We have both easy and hard questions on each card which allows all ages to play.

**How long does a typical game last?** The average game duration is around 45 minutes to 1 hour, depending on the number of players and rule familiarity.

**Once the first player wins, can gameplay continue?** Yes, just place any remaining ducks from the winner's Holding Pen back into the Nesting Ground Bag and continue to see who comes second!

**Are there expansions available?** We are working on this, stay tuned to socials!

# Get ready to go quackers!

## Who Gives a Duck?!



## - The Game -

### - INSTRUCTIONS -

[whogivesaduck.co.uk](http://whogivesaduck.co.uk)



@whogivesaduckuk

## - Overview -

The aim of Who Gives a Duck?! is to gather your family of ducklings and make your way into the pond.

As an Adult duck, you journey around Waddlewater Park for a chance to win your ducklings. Once you have collected all six ducklings (of your team colour) you then make your way into the pond for a swim.

During your travels, you may land on *Special Stepping Stones* which can either benefit or hinder your journey.

The first player to have all six ducklings and enter the pond is the winner.

## - Contents -

- 1 x board
- 4 x Adult ducks
- 32 x ducklings
- 1 x Nesting Ground bag
- 50 x QuackQuisition cards
- 50 x Jump into Quacktion cards
- 1 x spinner

## - Objective -

There are 4 different Adult ducks, (the main playing piece), who make their way around Waddlewater Park using the Stepping Stones, winning ducks along the way.

Each player takes turn to spin the spinner which identifies the type of challenge and number of places to move.

These challenges include:


- **Duck Me:** Collect a random duck from the Nesting Ground bag.
- **Jump into Quacktion:** Complete a challenge.
- **QuackQuisition:** Answer a question.
- **Who Gives a Duck?!** Give a duck to another player.

If the player(s) successfully complete a **QuackQuisition** or **Jump into Quacktion** task they win a chance to pick a duckling from the Nesting Ground Bag without looking.

*Special Stepping Stones* will help or hinder your duck's journey.

- 🦆 **Robber Duckie** Take one duckling from another player's Holding Nest.
- 🌀 **Storm Drain** A flood washed your duck off-course. You move to the splash stone and your turn ends immediately.
- 🦆 **Quackers** Win double the number of ducks on this turn.
- ⚙️ **Ducked Off** All players Holding Nest ducklings return to the Nesting Ground Bag.
- 🌱 **Lucky Duck** You are able to look within the Bag when selecting your duckling.
- 🦆 **Duck-Taped** You are stuck, your turn finishes and you miss your next turn.
- 🎡 **Feeling Ducky** Take another spin.

## - Setup -

Place all ducklings in the Nesting Ground Bag and each Adult Duck on a starting circle and the two card piles on the benches. 

## - Game Play -

Decide who goes first and play continues clockwise.

1. Player 1 spins and moves from their starting position in any direction, the number of steps spun.
2. If the player lands on a *Special Stepping Stone* they should undertake the associated action. If the stepping stone is blank the player acts upon the colour spun only.

- **Duck Me:** Collect a random duck from the Nesting Ground bag.
- **Jump into Quacktion:** Select the top card from the pile and complete the challenge. If successful, the player picks a duckling from the Nesting Ground Bag at random.
- **QuackQuisition:** Answer a question. If you are successful, you get to pick a duck from the Nesting Ground Bag at random. There are two options for questions, easy and hard depending on the ability of the players.
- **Who Gives a Duck?!** Select one of your ducks from either Waddlewater Pond or from your Holding Nest and pass it to any opponent.

When picking a duckling from the Nesting Ground Bag, it's yours to keep regardless of colour but it's a random selection - no peeking duck!