



DUCK & COVER

Get ready to
quack up!

Game rules

*Argh! Your rubber ducks are splashing water all around your bathtub!
Find a way to prevent them from getting water everywhere!*



2-7



8+



20'

Contents

- A draw deck of 26 Cards
(2 sets of Captain Cards numbered from 1 to 12, 1 Max  Card, and 1 Repeat  Card)
- 84 Duck Cards
(7 families of 12 Cards numbered from 1 to 12)
- 1 scorepad
- Rules

Objective of the game

In Duck & Cover, your objective is to have the lowest total score at the end of the 3 rounds!

(Points are represented by the number of splashes.)

Set Up

A Starting cards layout

Each player chooses 1 of the 7 Duck Families, shuffles the 12 cards, and randomly places them face up in a 4X3 grid. Unused Duck family cards are placed back in the box.

B The Draw deck

The Draw deck is shuffled and placed face down in the center of the table.

C The Captain pile D The Discard Area

Once a card has been drawn and announced, it is placed in the **Captain pile** or in the **Discard Area**.

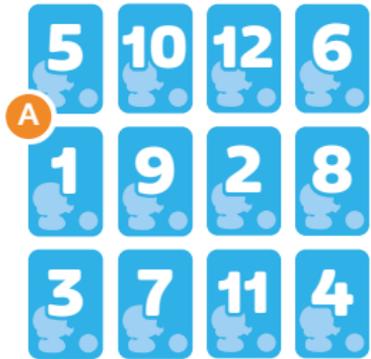
Choose one player to be the Captain. The Captain will play the same way as the other players, but they will also have to draw cards, read them aloud, and keep track of the card piles.



Draw Deck Cards



Duck Cards

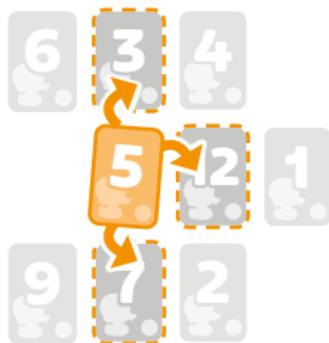


Game Round

At the beginning of every turn the Captain reads aloud the top card of the Draw deck.

All players must simultaneously move their card corresponding to the card read by the Captain in one of two ways:

The card is moved orthogonally (NOT diagonally) onto another card directly adjacent to it. The card covers the card onto which it is placed.



Cover

OR

OTHERWISE

Quack

Duck

The card is moved to any of empty space, without covering any other card.

The card must be placed directly beside another card.

The card can be moved outside of the original 4X3 grid, or it can fill an empty space of the grid.

Quack

If a player has already covered the card announced by the Captain, they cannot play and each player that cannot move their card must say "quack".

If all players “quack”, the Captain places the card that was just read face up into the Discard area.

The Captain ensures that all cards in the Discard area remain visible throughout the round.

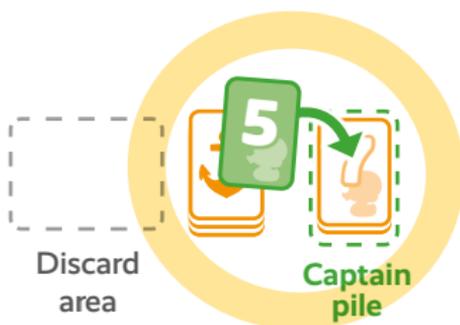
The captain must say how many cards are in the Discard Area and how many cards can still be discarded before causing the end of the round (see the table on page 8).



OTHERWISE

If at least 1 player can play the card announced by the Captain, it is placed face up onto the Captain pile instead of in the Discard area.

The cards added to the Captain pile will stack on top of each other, with only the last announced card remaining visible to all.



Special cards

Some cards in the Draw deck do not have a number, but they have a special effect:

Max  : Every player plays their highest visible card.

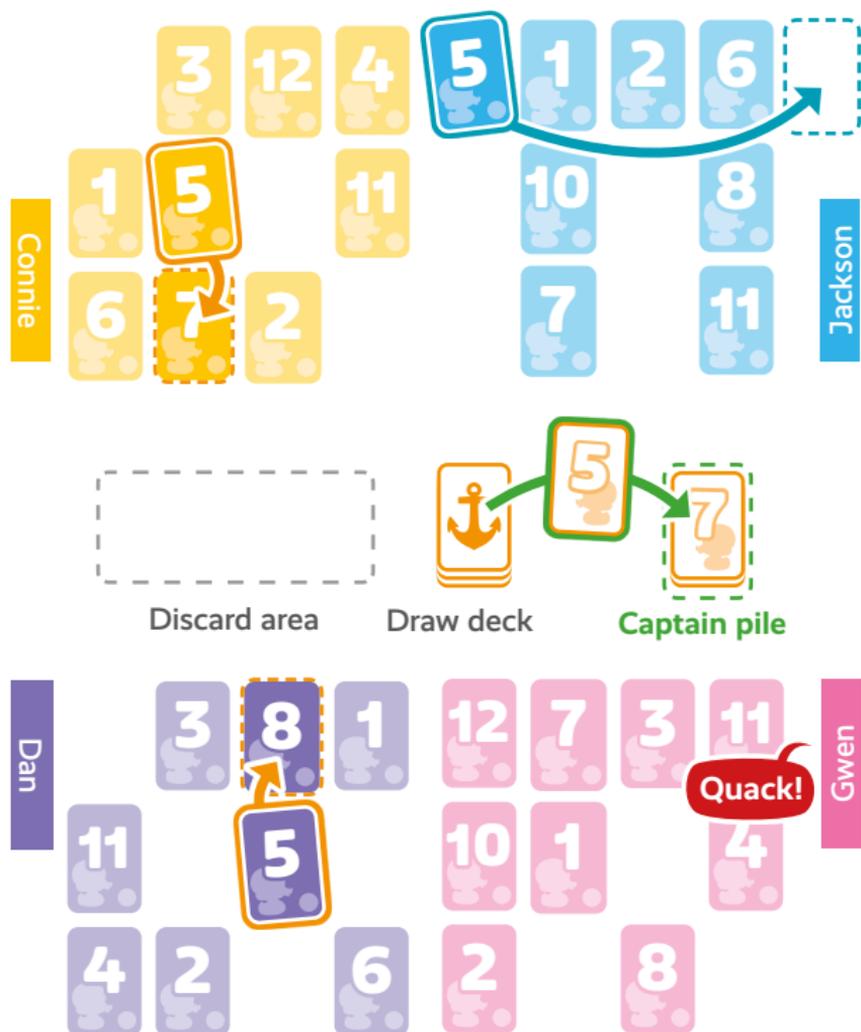
Repeat  : Every player replays the same card as the last card that was just drawn.



Details:

- When moving a card (either to duck, or to cover), move the whole stack of cards that is underneath it.
- If the first card announced is the **Repeat**  card, place it in the Discard area.
- If the **Repeat**  card follows a card that was placed in the Discard area, it is also placed in the Discard area.
- If the **Repeat**  card follows the **Max**  card, then the **Max**  card is played again.
- The Captain pile is kept in a stack so that only the top card is visible, while the Discard area is kept so all cards are visible.
- If the Draw deck is empty, all the cards in the Captain Pile are shuffled again and form a new Draw deck to continue the round. However, the cards in the Discard area remain in place.
- It is forbidden to look through the Captain pile, the Draw deck or any player's covered cards, to see what cards have already been played during the game.

Example of a game round



Connie is the captain. She draws the card number 5 from the deck. She reads 5 aloud and all players must move their 5 card.

- **Connie** uses her 5 to cover her 7 card.
- **Jackson** decides to duck his card and moves it next to his 6 card. The card is placed outside of the starting grid, but that is okay because it is moved besides another card (card number 6).
- **Dan** decides to cover his 8 card which sits right above his 5 card.
- **Gwen**, on the other hand, is forced to say «quack» because her 5 card has already been covered earlier in the game.

End of the round

A round ends when one of the following two conditions is met:

- One or more players have managed to stack all of their cards into a single deck.
- A specific number of cards have been placed in the Discard area, depending on the number of players.

Number of players	2	3	4	5	6	7
The number of discarded cards causing the end of a round	9	8	7	6	5	4

Note:

Number of players + number of cards in the Discard area = 11.

Scoring

At the end of each round, the total score of each player is totalled and written on the scorepad.

The score of each player is determined by adding up the value of all the splashes still visible on the player's non-covered cards.

If a player finishes the round with more than one stack of cards, then their score is **positive**.



If a player finishes the round with one stack of cards, then their score is **negative**.



⚠️ Reminder: The objective of the game is to have **the lowest score** at the end of the game!

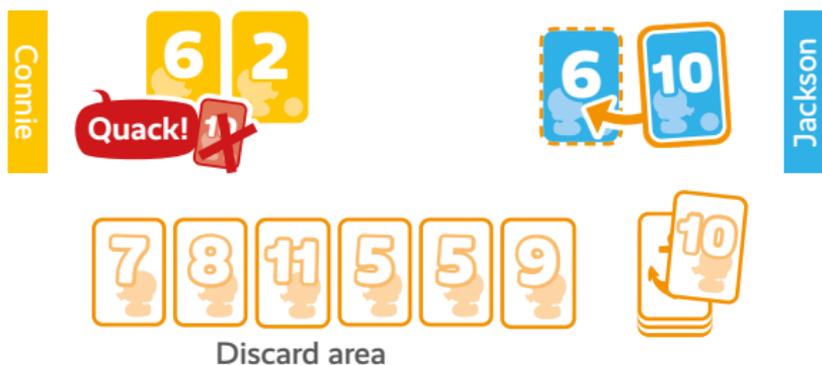
Note: It is possible to finish the game with a score below zero.

Example of round end

In a game with 4 players, 6 cards have been placed in the Discard area.

If none of the players can play the next card drawn by the Captain, then the round ends because 7 cards have been placed in the Discard area.

Connie draws a 10 and everyone says «quack», except for Jackson who covers his 6. Jackson only has one stack of cards remaining, so the round ends.



All players add the number of the splashes on their cards to determine their score for this round.

Connie ends the round with the 6 and 2 cards. For this round, she has a score of **+3**.



Jackson finishes with the 10 card, which gives him a score of **-4**.



Dan has kept his 1, 4 and 6 cards, and his score is **+4**.



Gwen finishes with the 12 and 6 cards, so she gets a score of **+7** points.



The players' scores for this round are written on the scorepad.

New Game Round

The captain shuffles the 26 cards and form a new Draw deck.

Each player shuffles their cards, and creates a new 4x3 grid.

End of the game

At the end of the third round, the score of each players is added up.

The player with the lowest score wins the game.

In case of a tie, the player with the smallest number of visible cards at the end of the third round wins the game.

If there is still a tie, all tied players win.

Find all the variations of Duck & Cover on this webpage:



Credits

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Oussama Khelifati, thanks

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Captain Games, thanks

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Rubber duck fever has spread to Cédric and Gwendoline, and their collection is taking over the office! Don't hesitate to participate if you would like to make their bathtub overflow with your favorite duck!



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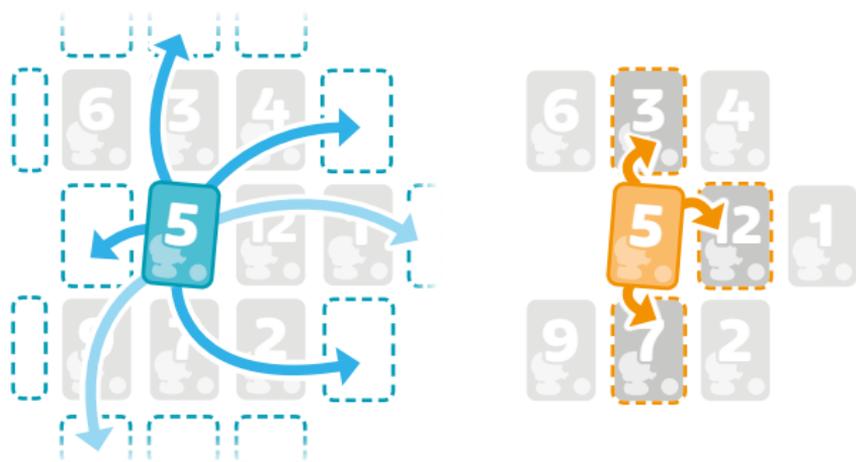


FORGENEXT
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Rules Summary

We draw a card.

Each player **moves** the corresponding card or **covers** a directly adjacent card.



If a player no longer has the corresponding card available, they must say «quack».

If everyone says “quack”, the card is placed in the **Discard area**.

A round ends when a player has only one stack of cards remaining or when a specific number of cards are in the Discard area (see the table on page 8).

Each player totals the splashes of their ducks and adds it to their score.



However, players who finish the round with only one stack of cards score negative points.

The player with the lowest score at the end of 3 rounds wins the game!