



animal hunt

setup

Leave the six Ducktor Livingstone cards and his ducky in the box, along with the animal marker cards. They are not needed.

The other 60 cards show five different animals, and the numbers 1 through 6. There are two copies of each card. Split the cards into two identical decks of 30 cards each—both decks will have exactly one of each different card.

Shuffle one deck and deal a hand of cards to each player face down:

Number of Players	Hand Size
2	10
3	7
4	5

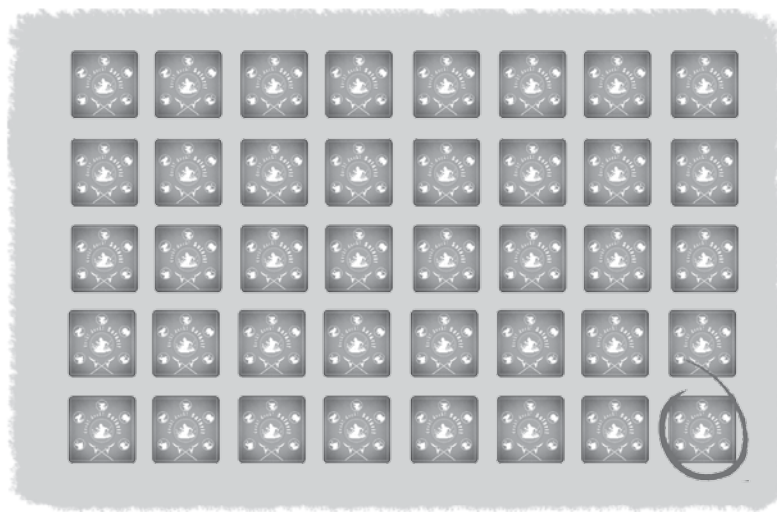
overview

2-4 Players, ages 6+

Use your memory and your knowledge of other players to collect as many cards as you can.

Add any cards that are left to the other deck of 30. Shuffle all these cards together and lay them out on the table face-down like the picture below. This is the hunting ground! If you are playing a three-player game, the circled card below will be missing.

Put the five duckies down next to the cards and you're ready to start!



on your turn

Flip any card in the hunting ground face up. Then pick **only one** of these choices:

Choice A:

Show a card

Choice B:

Ask a player

Choice C:

Flip another card

choice a: show a card

Show a card from your hand that matches the card you flipped—it must show the same animal **and** number. Take both cards and play them face-down in front of you to make a score pile. Then, take the ducky that matches those cards and place it in front you. Now you get to take another turn!

choice b: ask a player

Pick any player, and ask if they have the card that matches the one you just flipped over.

If they have the matching card, they must give it to you. Take both cards and play them face-down in your score pile. Also, take the ducky that matches those cards and place it in front you, then take another turn.

If they don't have the matching card, you must turn the card you flipped back face-down. Your turn is over.

choice c: flip another card

Flip another card in the hunting ground face-up.

If this card matches the first card you flipped, place both cards face-down in your score pile, put the ducky matching these cards in front of you, and take another turn.

If the two cards do not match, turn both face-down. Your turn is over.



catching duckies

When you complete a pair of cards and add them to your score pile, you get to take the matching ducky. You can even take the ducky from another player! If you can hold on to the ducky until the end of the game, you will score two extra points!

ending the game

When any player runs out of cards in their hand, the game ends immediately.

winning

All players discard any cards still in their hand.

Count all the cards in your score pile. Add two to your total for each ducky you have in front of you. The player with the highest score is the winner!