



# herds

## setup

Put the game board on the edge of the table. Leave the center of the table empty to make space for the grassland. Each player chooses a ducky and places it on the table, next to the “1” space on the game board. This ducky will be used to track your score. If there are four players, then you must make two teams of two players. You only need to use one ducky for each team.

Choose a starting dealer.

## beginning the hand

The game is played over a series of hands. During each hand, you will try to collect the best animal herds as you can.

The dealer shuffles the deck of game cards and deals a starting hand to each player. The number of cards dealt depends on the number of players:

## overview

2-4 Players, ages 10+

Create herds of three or more matching animals to score the most points.

Number of Players	Hand Size
2	6
3	5
4	4

Now the dealer creates the grassland by dealing four cards face-up on the table. Spread out the cards so all four can be seen easily. Place the rest of the deck next to the grassland. This is the draw pile.

The player to the left of the dealer plays first.

## on your turn

When it's your turn, do the following steps in order:

- Step One:** Draw one card
- Step Two:** Select from **one** of the following choices:
- a. draw one more card; or
  - b. trade cards
- Step Three:** Create and grow herds
- Step Four:** Pass one card
- Step Five:** Flip one card

After you finish your turn, the player to your left plays next.

### **step one: draw one card**

Draw one card from the deck and add it to your hand.

If you draw the last card of the deck, the hand ends after you finish **Step Four: Pass one card**.

### **step two a: draw one more card**

Draw one card and add it to your hand. You may choose any card in the grassland or take the top card of the draw deck.

If you draw the last card from the draw deck, the hand ends when you complete **Step 4: Pass one card**.

### **step two b: trade cards**

You may trade cards in your hand for cards in the grassland. To make a trade, play one or more cards from your hand and add up the value of the cards you play. Then, take into your hand any number of cards from the grassland that have the exact same total value.

You may only choose to trade cards if you can find a combination of cards in the grassland that add up exactly to the value of the cards you play from your hand.

After trading, the cards you played go face-up into the grassland.



## examples

James plays the 6-Lion card. He takes 1-Monkey, 1-Elephant, 2-Elephant and 2-Ducktor Livingstone from the grassland.

Gene plays the 2-Lion and 4-Tiger cards. He takes 6-Elephant from the grassland.

Debra plays the 5-Tiger and 4- Monkey cards. She takes 2-Elephant, 3-Elephant, 4-Elephant from the grassland.

## step three: create and grow herds

To score points, you create “herds” by playing cards from your hand face-up in front of you or your teammate. A herd is three or more cards that show the same animal and whose numbers are in sequence (e.g. 3, 4, 5).

After you create a herd, you may grow it on a future turn. You may add cards to your herd if they show the same animal, and they continue the series of numbers (e.g. add a 2 or 6 to a 3, 4, 5 sequence).

You may not grow herds belonging to your opponents.

In a four player game, you may also add cards to your teammate’s herds.

## Playing Ducktor Livingstone Cards into Herds

Ducktor Livingstone’s explorer cards are special in this game. Like any other type of card, they may be formed into a herd with other cards showing the good Ducktor. His cards also have a

second purpose. You can play them as “wild cards,” using them instead of any other type of animal with the same number.

If one of the Ducktor Livingstone cards is standing in for another card that you hold in your hand, you may put your card in its place and take the Ducktor Livingstone card into your hand. If you do this, the Ducktor Livingstone card must be used to create or expand a herd before the end of your turn.

If you draw a Ducktor Livingstone card from the deck, you may hold it to play whenever you wish. But, if you take one from the grassland in **Step Two: Trade Cards**, you cannot keep it. You must play that card before the end of your turn.

### **step four: pass one card**

Pass a card from your hand to an opponent who adds this card to their hand.

This step is not optional. You **must** pass one card! You must have at least one card left in your hand after **Step Three: Create and Grow Herds**, so you will have a card to pass during this step.

### **step five: flip one card**

Draw the top card from of the draw deck and add it face up to the grassland.

This ends your turn. The player on your left now starts their turn.



## ending the hand

The hand ends if either of the following occurs:

- A. The draw deck runs out of cards.
- B. A player (or team) has completed at least one full herd—1 through 6—and this player's card pass is the last card in their hand, having nothing left.

## scoring the hand

At the end of the hand, any cards you still hold have no value and may be discarded.

You score points for all the herds you (or your team) have on the table. Larger herds are worth more points. Herds made up of all Ducktor Livingstone cards are the most valuable!

Dr. Livingstone Herds				
Cards in Herd	3	4	5	6
Points	3	5	7	10

Herds made from animals are less valuable. Also, Ducktor Livingstone cards in an animal herd are not counted in the size of the herd.

Animal Herds					
Cards in Herd	1 or 2	3	4	5	6
Points	1*	2	3	5	7

- \* A herd must have at least three cards to be played but will score as only one or two cards if some of the cards are from Ducktor Livingstone.

Advance your ducky one space for every point you (or your team) earned during the hand. If your ducky crosses 20, take a +20 lap card and continue.

## **continuing the game**

A new hand begins by passing the deal to the player to the left of the last dealer. The new dealer shuffles and deals the same way as the start of the game.

## **winning**

The game ends if any player or team has at least 60 points.

The winner is the player or team with the highest score.



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