



hi-lo hijinks

setup

Set the game board on its “Hi-Lo” side in the center of the table.

The game board has a space for each of the animals in the game and for Ducktor Livingstone. Place Ducktor Livingstone’s ducky on the explorer spot on the board. Place the other five duckies on the board, either on the higher side or the lower side as described below:

To decide how to place the duckies, draw cards at random from the deck. Keep the first card you draw for each animal type and place it on that animal’s spot in the center of the game board. Ignore Ducktor Livingstone cards. These five cards are the starters for the animal stacks. As the game goes on, you will be playing cards from your hand onto these stacks.

overview

2-4 Players, ages 8+

Collect the most of each animal to avoid counting those cards. The player with the fewest cards wins!

The value of each animal's starter shows where to place its ducky:

- If a card is rank 1-3, place the ducky on the spot next to the word Higher.
- If a card is rank 4-6, place the ducky next to the word Lower.

Once you have a starter for each animal, shuffle all the rest of the game cards and deal four cards to each player to form their starting hand.

Place the remaining cards alongside the game board to form a draw deck.

The game begins with the player to the left of the dealer and proceeds to the left.



example a

First, the explorer ducky is placed on the left. Since 2-Elephant and 3-Zebra are low numbers, their duckys are placed on the Higher side, since higher cards are desired. The other duckies are placed on the Lower side because lower numbers are desired.

on your turn

Play one card, then draw one card.

Each card must be played on its stack on the game board. Explorer cards may be played on any stack, but when you play one you must also put Ducktor Livingstone's ducky in front of you.

Each stack wants certain cards. The location of that animal's ducky tells you what kind of card that stack wants:

- If the ducky is next to the word Higher, the stack wants cards with numbers GREATER THAN OR EQUAL TO the top card.
- If the ducky is next to the word Lower, the stack wants cards with numbers LESS THAN OR EQUAL TO the top card.

Compare your card to the card on top of the stack.

If the stack wants the card you played (for example: playing a card of higher value when the ducky is next to the word Higher), put your card on top of the stack. When you play a card onto a stack, place it so that it covers all cards beneath it. You should be able to read the top card only.

If the number on your card exactly matches the top card, put your card on top of the stack. You may reverse the stack's direction by moving the ducky to the other side of the stack if you wish. You may also choose a card from your hand and force another player to add it to their hand before drawing your new card.

If the stack does not want your card (in other words, your card is higher than the top card on the stack and the ducky is next to the word Lower) you must put all of the cards in the stack face-down in front of you,



leaving behind only the card you played face-up to start a new stack. Do not move the ducky. If you have already taken any cards, add these new cards to your pile. You may not look through this pile until the end of the game. End your turn by drawing a card.

ending the game

When there are no cards left in the draw deck, continue playing with the cards you still have in your hand. Some players may run out before others. Skip any player who has no cards in hand, and continue taking turns until the last card is played.

You may run out of cards and later receive a card from another player. If this happens, then you must play a card on your turn until you run out of cards again.

scoring and winning

Turn your pile of cards face up, and sort them by ducky type.

If you have the most cards of a type than any other player, discard those cards.

Then count any cards you still have left. If Ducktor Livingstone is in front of you at the end of the game, add four to your total. The player with the lowest total is the winner!

for younger players

For younger or beginning players, leave out Ducktor Livingstone and his cards. Also do not use the rule allowing you to give cards away when playing a card with a matching number.