

Lucky Ducky

Contents:

30 duck cards, 1 two-part spinner (separate plastic arrow from base and attach to spinner board)

Setting up

- Spread out all the duck cards, face down on the table.
- Assemble the spinner then place within reach of all the players.

Object

To be the player with the most ducks at the end of the game.

To play

- The youngest player starts by spinning the spinner. They choose a face down duck and, before turning it over, they try to guess whether the number shown on the duck will be higher or lower than the number shown on the spinner.
- **Younger players can use the number guide (overleaf) to help them to see how many numbers are higher and lower than the one shown on the spinner.**
- The player turns the duck over and if they have guessed correctly they put the card, face up, in front of them.
- If their guess is incorrect or if the card is the same number as the spinner, the player must show the card to the other players and then return it, face down, onto the table.
- Play passes to the person on the player's left.
- Play ends when there are no more ducks left to turn over.

The winner

The winner is the player with the most ducks at the end of the game. If there is a draw, the number value of the ducks can be added together and the player with the highest total wins.

Variation for older players

If a player guesses correctly, they may continue to make further guesses based on the number on the card that they have just turned over. The player can choose to stop guessing at any point and keep all the cards they have correctly guessed. If the player makes an incorrect guess they do not collect any ducks and all the cards turned over in this round are returned face down onto the table! Play then passes to the next person.



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