

## Duck Dynasty

*The ducks of the royal court vie for the crown of the ailing king; will any of their schemes pay off, or will the king outlast them all?*

### Goal

- ♦ win 3 rounds
- ♦ to win a round:
  - ♦ hold the highest value card at the end of the round, or,
  - ♦ be the only player remaining

### Round Setup and Play

- ♦ shuffle the cards, set 1 aside (face down) and deal 1 card (face down) to each player (for 2 players, set aside 3 cards instead), create a draw pile with the rest of the cards
- ♦ the previous round's winner starts
- ♦ on a player's turn:
  - they draw a card, then look at their 2 cards and choose 1 to discard (face up) triggering its effect
- ♦ turns proceed clockwise, until the draw pile runs out, or only one player remains

## The Minion

1



### Stab in the Dark

Guess another player's card. If you are correct, that player is out of the round. You may not guess *Minion*.

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The  
Abbot

2



### Confession

Look at another player's hand  
without revealing it to anyone else.

The  
Abbot

2



### Confession

Look at another player's hand  
without revealing it to anyone else.



# The Rogue

3



**En Garde!**

Secretly compare hands with another player. The player with the lower value card is out of the round.

# The Rogue

3



**En Garde!**

Secretly compare hands with another player. The player with the lower value card is out of the round.

# The Knight

4



## Hold the Line

Ignore effects from other players' cards until your next turn.

# The Knight

4



## Hold the Line

Ignore effects from other players' cards until your next turn.

The  
Wizard

5



**Transmogrify**

Choose another player - or yourself - to discard their hand and draw a new card.

The  
Wizard

5



**Transmogrify**

Choose another player - or yourself - to discard their hand and draw a new card.

The  
Fool

6



**Topsy Turvy**

Trade hands with another player.

The  
Queen

7



**Caught Red-Handed**

If you also have the Wizard or Fool in your hand, you must discard this card.



# The King

9



## Abdicate

If you discard this card,  
you are out of the round.

# The Princeling

0



## Coming of Age

At the end of the round,  
this card's value is 8.