Duck Dynasty

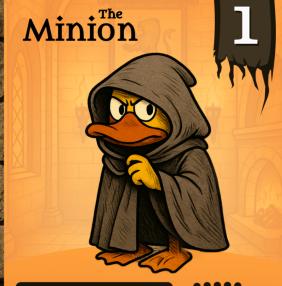
The ducks of the royal court vie for the crown of the ailing king; will any of their schemes pay off, or will the king outlast them all?

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



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*.



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*.



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*.



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*.



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*.

Abbot 2



Confession

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

Abbot



Confession

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





En Garde!

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

Rogue



En Garde!

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



Hold the Line

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



Hold the Line

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



Transmogrify

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



Transmogrify

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



Topsy Turvy

Trade hands with another player.



Caught Red-Handed

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



Abdicate

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

Princeling





Coming of Age

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