

Ducks in the Pond

RULES (Original Post 30MAY19);(Updated 31MAY19);(Updated 06JUN19)

Description

Your hobby is to collect sets of ducks over the course of six days. You may rest on the Seventh if you like. Roll a set of dice for each day; however, the weather progressively worsens each day changing from sunny to stormy lessening the dice pool. Check off individual duck boxes corresponding to the die number and/or complete entire sets with one roll. Certain dice have special abilities. Five waterfowls are featured: Mallards, Pintails, Canvasbacks, Teal, and Shovelers. *Ducks in the Pond* is a solitaire, print-n-play design that can be completed in 5 minutes. Simply *roll & write!*

Mechanics: Roll & Write

No. of Players: 1-2

Game Length: 5 minutes

Components:

- Game sheet
- Six 6-sided dice
- Pencil (or 10 small cubes as place-markers for the Day and each set)

HOW TO PLAY:

Days: Ducks in the Pond is played in six turns or "Days." For each of the six days, players check off a corresponding Day, then roll a set of dice from six to one depending on the weather pattern. Each day the weather pattern changes progressively worse from "Sunny" to "Stormy." The weather for the next day, however, may be changed to "Sunny" using a "6" die. (See Dice Special Abilities)

6 - Day Weather Pattern:

Day 1 (Sunny) – Roll 6 Dice
Day 2 (Partly Cloudy) – Roll 5 Dice
Day 3 (Cloudy) – Roll 4 Dice
Day 4 (Drizzly) – Roll 3 Dice
Day 5 (Rainy) – Roll 2 Dice
Day 6 (Stormy) – Roll 1 Die

Dice Placement: After rolling the set of dice for the Day, check off or mark individual duck boxes corresponding to the die's face number in an attempt to complete sets. When a set is complete, circle or mark the corresponding points earned. Sets must be complete to score. You receive zero points for incomplete sets. A die may be used only once per roll. [Exception: See Dice Special

Abilities] Some dice may not be playable for its face value, and thus are, in effect, wasted for that Day unless used with another die to form a Wild Die (See Dice Special Abilities). After all the dice have been allotted and set scores recorded, move to the next Day on the *Day Track*, checking off its box and rolling the corresponding pool of dice.

Left Side Column -- On the left side of the Game Sheet, each duck type has a corresponding number. The "1" die may be applied to the Mallard boxes. The "2" die may be applied to the Pintail boxes. The "3" die may be applied to the Canvasback boxes. The "4" die may be applied to the Teal boxes. And the "5" die may be applied to the Shoveler boxes. Into these duck boxes, dice may be applied singly or as a complete set to gain a higher score. If the dice were applied singly, score the left of the slash point value; if dice were applied as a complete set, use the right of the slash point value. Once a die is placed singly in a duck's boxes, the right of slash value can no longer be gained.

Right Side Column – On the right side of the Game Sheet, dice must be applied as complete sets, never singly. Here, there are four possible sets to be completed. Full House requires three-of-a-kind + two-of-a-kind in one roll. The Full House set cannot be completed if the weather is cloudy, drizzly, rainy, or stormy. 4-Kind requires four dice of the same numerical value in one roll. The 4-Kind set cannot be completed if the weather is drizzly, rainy, or stormy. 5-Kind requires five dice of the same numerical value in one roll. The 5-Kind set cannot be completed if the weather is cloudy, drizzly, rainy, or stormy. Straights may be completed as either a 3-Set Straight, a 4-Set Straight, or a 5-Set Straight. Once one type of Straight has been completed, the player cannot score a different type of Straight set. When completing a 3-Set, 4-Set, or 5-Set Straight, score the respective left, middle, or right of the slash point value.

Dice Special Abilities: The "1" die, "3" die, and "6" die have special abilities. These dice may be used for their special abilities instead of placement in the duck boxes. In addition, any two dice placed in the *Feeding Area* may be used to create a single WILD DIE.

The "1" die may be used to change another rolled die +/- 1 in numerical value for each available "1" die. For example, during a Cloudy Day, you rolled a 6, 5, 5, 1. You may use the "1" die to change the "6" to a third "5" in order to complete the Shoveler box set in one roll. The "1" die used in this manner may not change its own numerical value, nor used in the Mallard duck box. You may use as many "1" dice as available in this manner, even to change a single die's numerical value several times. For example, on a Partly Cloudy Day, you rolled a 4, 4, 2, 1, 1. You may use the two "1" dice to change the numerical value of the "2" to a third "4" in order to complete the Teal box set in one roll. You may change a "5" die to a "6" die using the "1" die's special ability, then use the "6" die to change the next Day's weather to Sunny. Place any "1" die used in this manner in the Dice Special Abilities area of the board until the next Day's roll.

The "3" die may be used to re-roll any or all dice in the dice pool except the "3" die. The day and weather remain the same. Only one "3" die may be used, and this special ability may only be used once per Day. You may not re-roll a third time even if you rolled another "3" on your second roll. For example, during a Rainy Day, you rolled a 3 and 3. You used one of the "3" dice for its special ability to re-roll the other "3" die. Its a "6"! Now you may use the "6" to roll six dice on the last day. If it was a "3" you would not be able to re-roll a second time. In another example, during a Stormy Day, the Pintail and Teal duck boxes each needed one more die to be complete. You rolled a "3" die. Since there are no dice to re-roll, the game has come to an end. Place any "3" die used in this manner in the Dice Special Abilities area of the board until the next Day's roll.

The "6" die may be used to change the next day's weather to Sunny. For example, during a Rainy Day, you rolled 5 and 1. You used the "1" die to change the "5" die +1 to a "6" then used the "6" die to change the last day to Sunny, thus allowing you to roll six dice on your last turn. You may NOT use a "6" die rolled on Day 6 to gain a Day 7 – that is your day of rest, remember. The "6" die may also be used to complete sets on the right side of the Game Sheet or with another die to create a WILD DIE (See *Feeding Area*). For example, during a Partly Cloudy Day, you rolled 6, 6, 2, 2, 2 and decided to complete the Full House box set. Place any "6" die used in this manner in the Dice Special Abilities area of the board until the next Day's roll.

Feeding Area: Any two dice placed in the *Feeding Area* may be used as a single WILD DIE with a numerical value of 1-5. A WILD DIE may never be made into a "6" die. Only one WILD DIE may be used per Day. Take one die to change to the numerical value of 1 - 5, and then place it in the appropriate Left Side or Right duck box. Leave the second die in the *Feeding Area* until the next Day's roll.

Ending the Game/Scoring: The game ends at the completion of Day 6. Total the point values for all completed sets in the columns on the left and right side of the Game Sheet. (You can keep a running tally during the game by scribbling in current scores at the bottom of the columns.) Now add the left side's point value total to the right side's point value total for a final game score. Your achievement may be ranked as follows:

HONORABLE MENTION = < 70

NOVICE = 70 - 79

CONNOISSEUR = 80 - 89

PROFESSIONAL = 90+

2-Player:

Two people can play *Ducks in the Pond*. Roll a die -- high score starts first (re-roll on ties). Player #1 rolls on Days 1, 3, and 5. Player #2 rolls on Days 2, 4, and 6. Once a set is complete by one player, the other player may not

complete the set. If a set in the left side column is started singly by one player, the other player may complete the set and score the points. A player may utilize a "6" die to change the weather on their next turn to Sunny. For example, Player 1 rolls a "6" die on Day 1 and uses that die's special ability to change the weather on Day 3 to Sunny. Each player should use different color pens or cubes to record their die placement and completed sets, or place their initial or their own distinctive marks in the duck boxes. For example, Player 1 uses an "X" mark, while Player 2 uses a "check" mark. Sam uses an "S" while Jennifer uses a "J." Each player tallies their individual scores. High score wins and gets to go first on their next game of *Ducks in the Pond*.

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DAY TRACK -- Check off box daily

DAY 1 DAY 2 DAY 3 DAY 4 DAY 5 DAY 6

Sunny Partly Cloudy Cloudy Drizzly Rainy Stormy

Ducks in the Pond

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May complete sets singly or in one roll

Must complete sets in one roll

Mallard 1's 3/5pts
 Pintail 2's 6/8pts
 Canvasback 3's 9/12pts
 Teal 4's 12/15pts
 Shoveler 5's 15/20pts [Singly/One Roll]

FULL HOUSE 20pts
 4 - KIND 20pts
 5 - KIND 25pts
 STRAIGHT 10/15/20pts [May complete as either a 3, 4, or 5 set straight]

FEEDING AREA

Game Score

HONORABLE MENTION = < 70
 NOVICE = 70 - 79
 CONNOISSEUR = 80 - 89
 PROFESSIONAL = 90+

Circle & total the points for completed sets in each column, then add the left and right side totals to arrive at your game score. Sets must be complete to score. You receive zero points for incomplete sets.

Designed by Etien

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Adley Landry Water Reservoir