

# DUCK & DIVE

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Rulebook



## INTRO-DUCK-TION

Don't rubber ducks belong in the bathtub? These stubborn rubber ducks disagree! They are completely bored of baths and would like to swim, float and splash somewhere else for once. They decide to dive into a new adventure at... the water park! They take to it like ducks to water: they are doing cannonballs in the pools, going down the craziest slides, relaxing in hot tubs and jumping off diving boards. Before they know it, the entire water park has turned into a rainbow of rubber ducks. The more, the merrier, but the rubber ducks have to be careful... Because full means full. One duck too many, and you might find yourself in troubled waters!

## Goal of the game

Gather rubber duck cards by completely filling up pools with rubber ducks without exceeding the pools' capacities. Every duck card that you gather is worth one point. Whoever has the most points at the end of the game, wins.

## Contents

65 rubber duck cards



10 pool cards



9 float cards





6 rubber duck player tokens



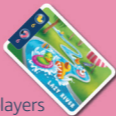
## Set-up

Shuffle the rubber duck cards and float cards into a single 'rubber duck deck' and place it on the table face-down and within reach of all players. Shuffle the pool card deck as well and place it face-down and within reach of all players. Place a number of pool cards face-up in a circle in the middle of the table. Make sure that the number of pool cards equals the number of players (see example). Place the dive marker within reach of all players, ready for use.

Each player chooses a rubber duck as their player token and places it on the pool card with the highest capacity .

**PLEASE NOTE!** If there are multiple pool cards with equal capacity, players begin on whichever pool card has the highest float capacity .

The game can now begin! The last player to have been to a swimming pool, or to have taken a bath, begins.



Pool card with the most capacity

**Example:**  
playing field for four players

## Playing the game

The game is played in turns, in clockwise order. On your turn, try to fill up your pool with exactly enough rubber ducks, by playing rubber duck cards on the right pool cards. At the start of your turn, choose a pool for your ducks to dive into and place (or move) the dive marker above the chosen pool (see example).

**PLEASE NOTE!** You may also choose a pool other than where your player token is currently located.



**Example:**  
the blue player  
has chosen the  
'duckling pool'.

After this, you may perform the following actions during your turn:

- Play rubber duck cards from the deck.
- Play rubber duck cards from your hand.


**PLEASE NOTE!** At the start of the game, you won't have any cards in your hand yet.

During your turn, you may play a rubber duck card as often as you want (from both the deck and your hand), but only below the pool where you've placed the dive marker. Make sure you don't exceed the capacity of the pool (see **'Capacity'**).

Your turn ends immediately if you fill a pool exactly or if you exceed its capacity, but you may also choose to end your turn early. If you choose to end your turn early, draw the top card from the rubber duck deck and add it to your hand. Then it's the next player's turn.

## Playing rubber duck cards

Play rubber duck cards by placing them in a vertical row beneath the pool card with the dive marker above it. For this, draw the top card of the rubber duck deck and place it face-up beneath the pool with the dive marker. If possible, you can also choose to play the rubber duck card from your hand instead. In that case, you place the card from your hand beneath the chosen pool.

After placing a rubber duck card, you immediately activate the effect  on the duck card (see the **'Dive effects overview'** on p. 14). Each rubber duck, except for 'Albert the tough', has a dive effect which can influence your diving efforts.



**Example:**

the blue player draws a card from the rubber duck deck and places it beneath the 'duckling pool'. This activates the dive effect.



## Capacity

By placing rubber duck cards, you will slowly fill up the pool. A full pool makes the rubber ducks happy, but an *overcrowded* pool isn't as much fun. The capacity of every pool is indicated below the rubber duck icon 🦆. This is the exact number of rubber duck icons you'll want to collect below the corresponding pool.

At the top of each rubber duck card are a certain number of rubber duck icons. These count towards the maximum capacity of the pool that the rubber duck is diving into. Can you guess if the pool has room for another rubber duck?

**PLEASE NOTE!** *The rubber duck cards 'Goldie the shiny' and 'Arrwin the grumpy' have no rubber duck icons and therefore don't count towards the capacity of the pool.*

Pool card capacity



Rubber duck icons





## A full pool

When, after placing a rubber duck card, the total number of icons on rubber duck cards beneath the pool card equals the amount indicated on the pool card, the pool is exactly full. First, remove all float cards from the pool and place them on a face-up discard pile. All players who have placed their player token at this pool now equally divide the rubber duck cards from that pool amongst themselves. If the cards can't be equally divided, place the remaining cards on the discard pile. For example, if two players have to divide seven rubber duck cards, both players receive three rubber duck cards and the remaining one is discarded.

**PLEASE NOTE!** Only the total amount of rubber duck cards will count at the end of the game, not the amount of rubber duck icons.

**PLEASE NOTE!** The dive effect of the last rubber duck card placed must be activated and resolved before determining whether a pool is full.



**Example:** the yellow player has completely filled the 'splash pads'. The float cards are removed, leaving three rubber duck cards. The yellow and pink players each receive one rubber duck card and the third is discarded.

After this, remove the pool card from the game and place a new pool from the pool card deck on the empty spot. Finally, place any player tokens that were on the removed pool card on the new pool card. If there are no player tokens on the pool card that has just been filled – and therefore nobody receives any rubber duck cards – that pool card stays where it is. The player who's filled the pool ends their turn.

***PLEASE NOTE!*** *If the pool card deck is empty, the player who's filled the pool may move the player token(s) to a pool card of their choice. If there are multiple player tokens, they can be placed on different pools.*

### **An overcrowded pool**

If a duck card is placed and the total number of rubber duck icons beneath the pool card exceeds the amount indicated on the pool card, the pool is overcrowded. After resolving the dive effect on the last duck card, immediately place all rubber duck cards (and float cards) beneath that pool on the face-up discard pile and end the turn of the player who has made the pool overcrowded. The players don't receive any of the rubber duck cards.

*If the rubber duck deck is empty, shuffle the discard pile to create a new rubber duck deck.*

## Float cards

Besides rubber duck cards, there are also float cards. These are cards with inflatable objects which can also make a pool overcrowded. Every pool has a separate float card capacity, indicated underneath the float icon 🦩. However, float cards don't count as points at the end of the game.

Float card  
capacity




### The following rules apply to float cards:

- If a float card is placed and the total number of float icons beneath the pool card exceeds the amount indicated on the pool card, the pool is overcrowded. Immediately place all duck cards (and float cards) beneath that pool on the open discard pile and end the turn of the player who's made the pool overcrowded. The players don't receive any of these rubber duck cards.
- However, when the total number of float icons beneath the pool card equals the amount indicated on the pool card after placing a float card, nothing happens. The 'filling' of a pool and the dividing of cards only applies to rubber duck cards and their icons.

- Dive effects, such as those of ‘Wilma the crazy’ and ‘Sam the shy’ only apply to rubber duck cards and therefore don’t affect float cards. However, ‘Amy the cutie’ and ‘Julie the caring’ can add float cards to your hand.

### Ignoring a dive effect


Float cards have a special effect  which may be used at any moment (also during an opponent’s turn), but only if you have the float card in your hand. Placing the float card on the discard pile from your hand will instantly negate the dive effect of the last-played rubber duck card. The rubber duck card is not removed, but the dive effect can no longer be activated.

**PLEASE NOTE!** You can also use a float card to negate the dive effect of a rubber duck card that you have just played yourself.

Float card capacity

Special effect



 Negate the effect of a duck card.

### **Cards in hand**

During play, you can only have a maximum of four cards in your hand. If you receive a fifth card, you must immediately discard one card from your hand, so that you have four cards in your hand again.

### **Points pile**

The rubber duck cards that you receive by filling a pool also represent your total points, and are stacked to form your personal points pile. Place the cards in a face-up pile in front of you. You can always look at the rubber duck cards in your points pile, but you may never change their order.

**PLEASE NOTE!** *You are not allowed to look at the rubber duck cards in your opponents' points pile(s).*

### **End of the game**

The game ends when there's only one pool card left in play. Count all the rubber duck cards in your points pile, but not the cards in your hand. The player with the most cards, and therefore the most points, wins the game!

**PLEASE NOTE!** *Each duck card is worth one point (except for 'Goldie the shiny'); the individual rubber duck icons on the cards are not counted as points.*

## Dive effects overview



### Sam the shy: flip 1 duck card

Choose one rubber duck card (not a float card) beneath a pool card of your choice and flip it over. This card no longer counts towards the capacity of the pool.

**PLEASE NOTE!** *The flipped rubber duck card does count as 1 point when dividing duck cards after a pool is completely full.*

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### Dingy the silly: move 1 rubber duck player token

Move the player token of an opponent of your choice to a different pool. You cannot move your own player token.

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### Julie the caring: take 1 card from the playing field

Take one rubber duck card or float card from beneath a pool (of your choice) and add it to your hand.

**PLEASE NOTE!** *You cannot take any flipped duck cards.*

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### Wilma the crazy: move 1 duck card

Choose one rubber duck card beneath a pool of your choice (including 'Goldie the shiny' and 'Arrwin the grumpy') and move this card to a different pool. The dive effect on the moved rubber duck card is not activated. You also cannot exceed the capacity of a pool with the moved rubber duck card. You can, however, use the moved rubber duck card to completely fill up a pool.

**PLEASE NOTE!** *You may not move any float cards or flipped rubber duck cards.*



### James the vain: move the dive marker

Move the dive marker to a different pool card.

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### Amy the cutie: draw 1 card from the deck

Draw the top card of the rubber duck deck and add it to your hand.

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### Lara the adventurous: place the top card of a points pile of your choice on the discard pile

Remove the top card from the points pile of one of your opponents and place it on the discard pile.

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### Albert the tough: extra large

Doesn't have a dive effect, but is very large.

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### Arrwin the grumpy: end your turn

Immediately end your turn.

**PLEASE NOTE!** This rubber duck card has no rubber duck icon and therefore does not count towards a pool's capacity, but it does count as a point when dividing rubber duck cards after completely filling up a pool.



## Goldie the shiny: extra points

Goldie is worth 5 points at the end of the game. When a pool with Goldie in it is filled completely, and the rubber duck cards are divided, the player who filled the pool always receives Goldie, even if that player's player token is not at this pool.

**PLEASE NOTE!** This rubber duck card has no rubber duck icon and therefore does not count towards a pool's capacity.



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**WARNING!** Choking hazard. Not suitable for children under the age of 3. Contains small parts. Game components might deviate from the images used in the rulebook.

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