

Duck Duck Puck™



Players: 2



Age: 8+



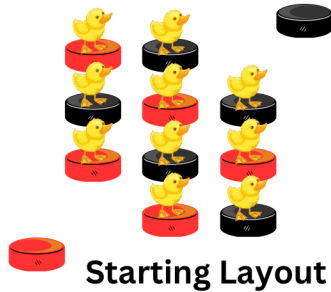
Play Time: 5 - 10 Min.

Designer: Travis Walters Art: Sonia Kravchenko

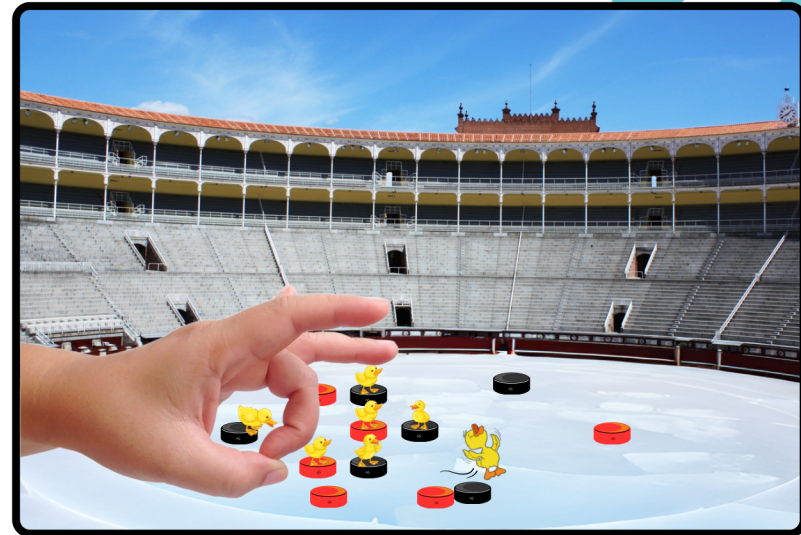
Publisher: Virtual Warehouse ** Requires Battle Boards Arena

Setup:

Place 6 red and 6 black pucks in the arena with the circle side up in the starting configuration.



Starting Layout



Place a duck on top of each of the 10 middle pucks.

Rules of flicking:

- No picking up or sliding your puck. It must be flicked or squeezed from where it is at the start of your turn.
- You must hit a wall before you hit your opponent. If you hit the other player's puck before hitting the wall you take damage, not them.
- If you knock your own duck off, it stays off.
- Only the flicked puck can cause damage. No damage from the ricocheting of other pucks. You can hit more than one opponent's pucks in a row with the flicked puck after it hits a wall.

Gameplay:

Players take turns flicking one of their pucks to hit the other player's puck. You must bounce off of at least one wall before making contact, or the shot does damage to the attacker.

When a puck is hit from an attack:

- If the puck has a duck defending it you must knock the duck off before damaging it. If the duck falls off, remove it from the arena. Do not move any pucks.
- If the puck that is hit does not have a defending duck, flip it over so the flat side is UP, and place it back in the same spot in the arena.
- If a puck is hit and is already flat side up, it is removed from the arena.

Winning the Game:

The last player with a puck in the arena wins!



Scan here to go to [MyBattleBoards.com](https://www.MyBattleBoards.com)
Setup, instruction, and gameplay videos

