# Duck, Duck, Boo!

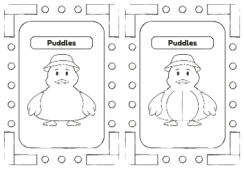
It's Halloween night, and twelve ducks have snuck off to put on costumes. Can you find out who's hiding under each one?

**1–4** players
**4+** ages
**10** min

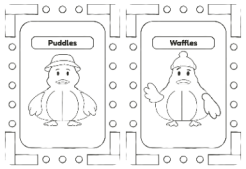
Print at 100% on card stock, so the cards don't show through. Print double-sided (flip on the long edge) so every card gets a back, then cut along the guides. Not printing double-sided? Skip pages 4, 6 and 8, the backs.

## How a pair works

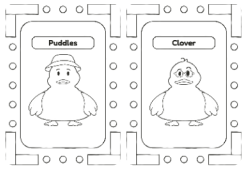
Every duck has two cards: one **plain**, one **in costume**. **A pair is the same duck, once plain and once in costume.** Look at the eyes, the bill, the wings and what they're wearing: the costume never hides them.




**A pair!**



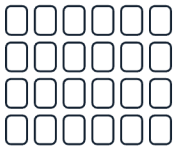

**Same costume, different ducks**




**Same shape, different ducks**

## Set up

Shuffle all 24 cards.
Lay them **face down** in 4 rows of 6.
The youngest player goes first.



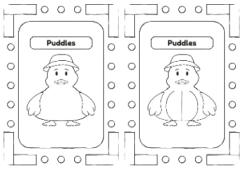
## On your turn

1. **Flip** two cards face up, so everyone can see.
2. **A pair?** Shout **"Boo!"**, keep both cards and take another turn.
3. **Not a pair?** Turn both back over in the same spots. The next player goes.

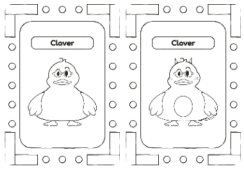
**How it ends:** when every pair is found, the player with the most pairs wins. A tie? You share the win. **Playing alone?** Count your turns, then try to find all 12 pairs in fewer turns next time.

## All 12 pairs

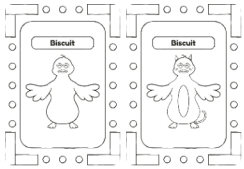
Stuck? Check here. Every duck shape comes twice, so look at the eyes, the bill and the little extras. Each costume is worn by two different ducks, so the costume alone never gives it away.



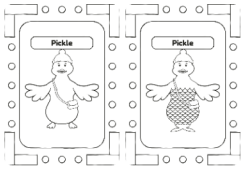

**Puddles**



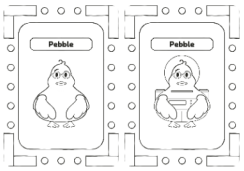

**Clover**



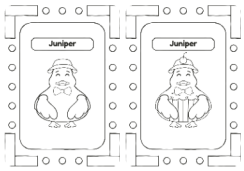

**Biscuit**



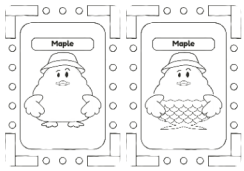

**Pickle**



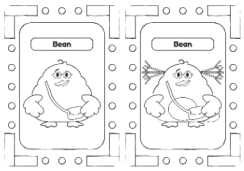

**Pebble**



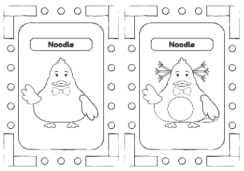

**Juniper**



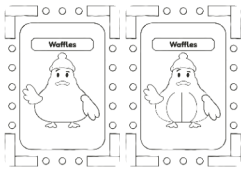

**Maple**



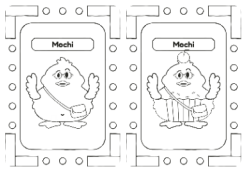

**Bean**



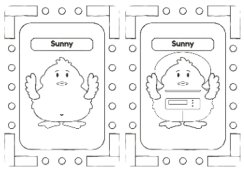

**Noodle**




**Waffles**




**Mochi**

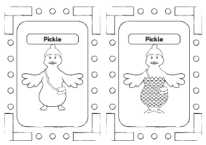



**Sunny**

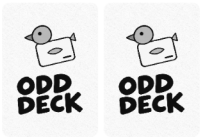
## Test a twist

Play once the regular way. Next game, pick one twist and play with it. Then tell us how it went.

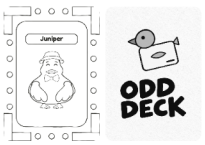
**No go-again**
Finding a pair doesn't earn another turn. The next player always goes.




**Costume swap**
After you find a pair, swap any two face-down cards. Everyone watches, if they can.




**Plain ducks up**
Lay the 12 plain ducks face up and only the costumes face down. Flip one costume, then pick the plain duck you think it is.




### Game Detective: put on your future goggles

Detectives guess what might happen, then look for clues. There are no wrong answers.

**Prediction:** a guess about what will happen.

**The twist we're testing:**

☐ No go-again ☐ Costume swap
☐ Plain ducks up

**What will the twist change? Pick one, or write your own:**

☐ The game will be faster.
☐ Someone who is behind will catch up.
☐ It will be more fun, or less fun.

**My own idea:**

_____

_____

FOLD

### Time to investigate

Look at your guess. Don't change it. Surprises are clues!

**Post-mortem:** looking back at what really happened.

**Did it happen?**

☐ yes ☐ partly ☐ no
☐ we didn't get to find out

**What surprised you?**

_____

_____

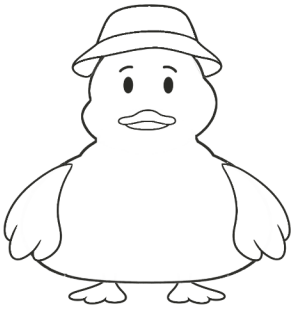
**Keep the twist?**

☐ yes, every game ☐ sometimes
☐ no, the regular way is better

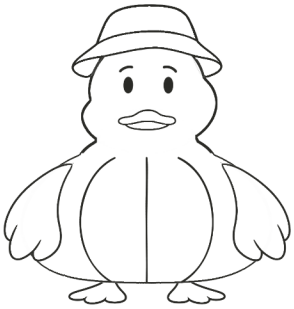
Ideas or problems? Email **hello@odddeck.app**

**Grown-ups: tell us how it went.**
A few quick questions. It helps shape the next deck.

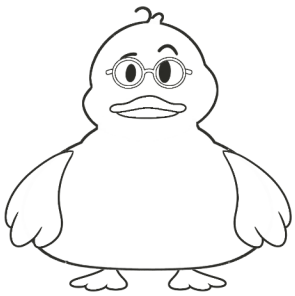
Puddles



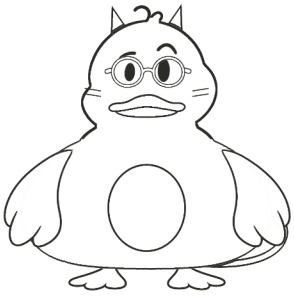
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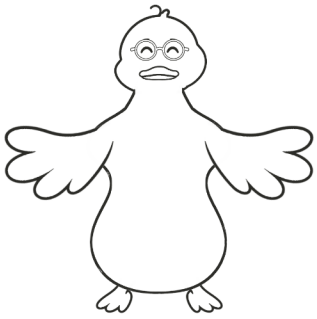
Clover



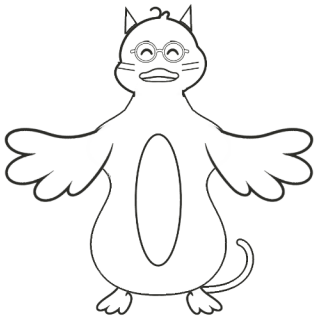
Clover



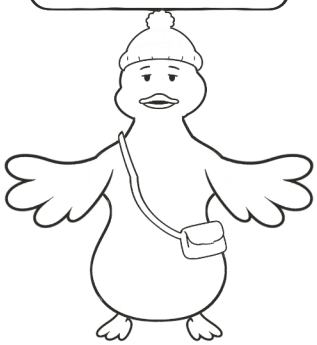
Biscuit



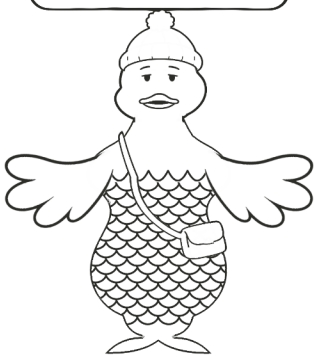
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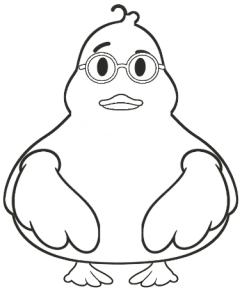
Pickle

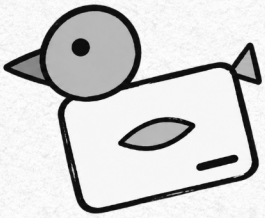


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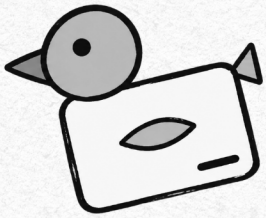


Pebble

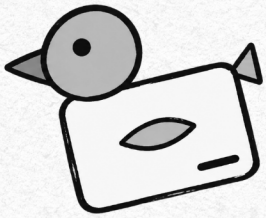




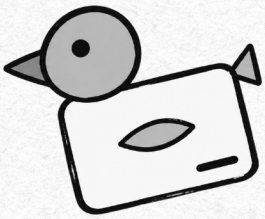
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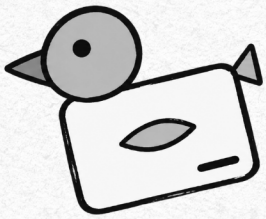
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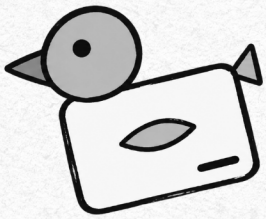
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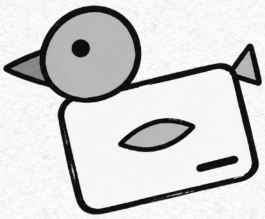
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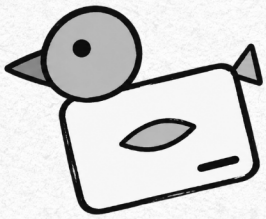
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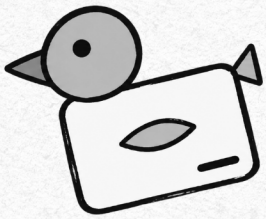
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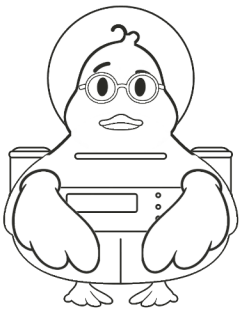


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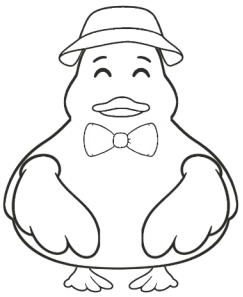


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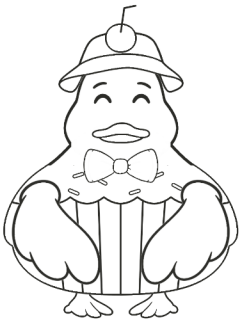
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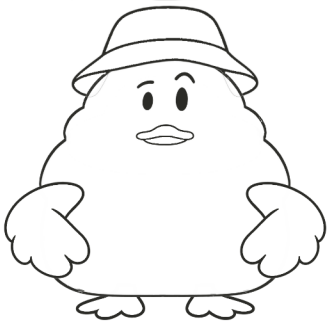
Juniper



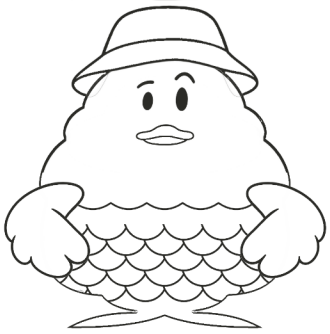
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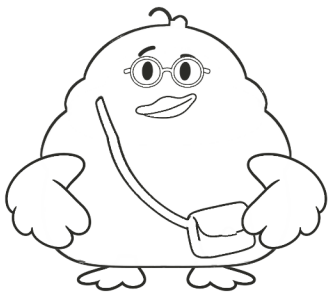
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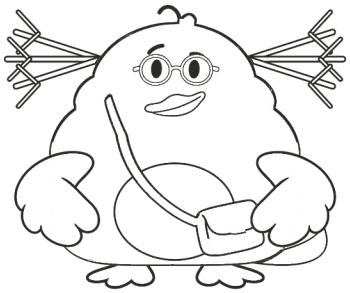
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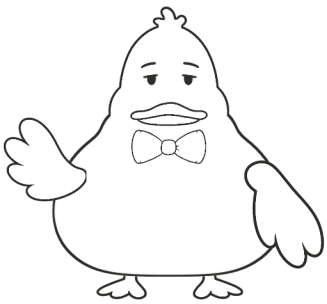
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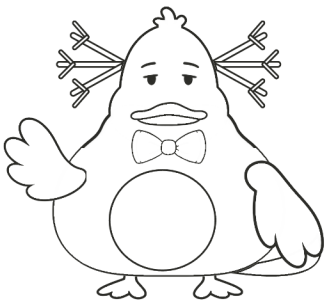
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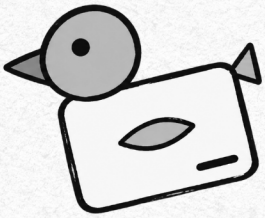


Noodle

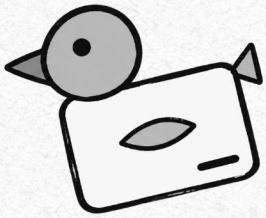


Noodle

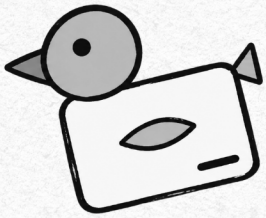




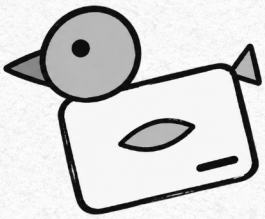
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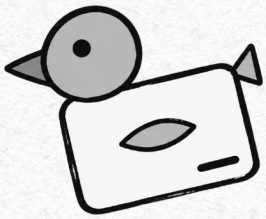
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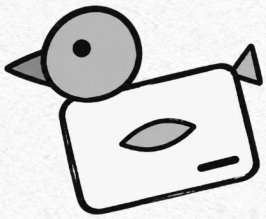
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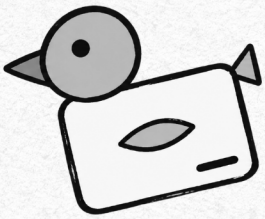
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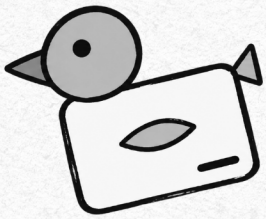
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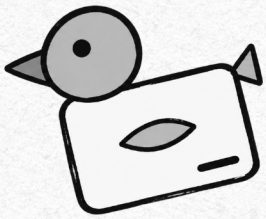
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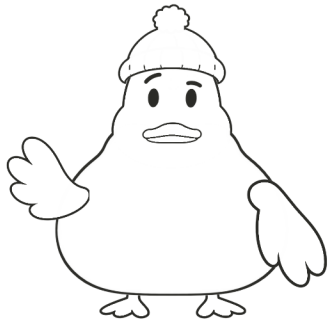


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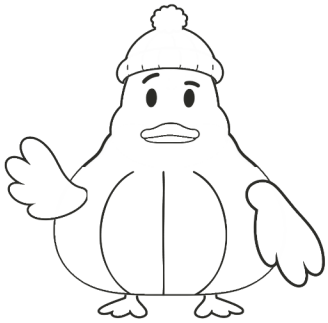


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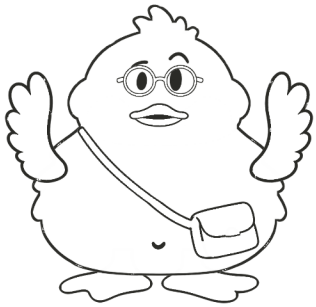
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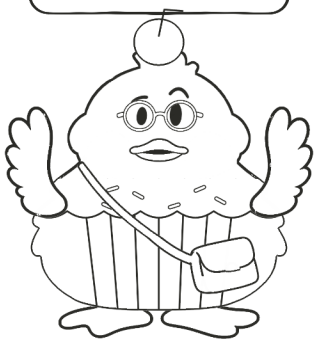
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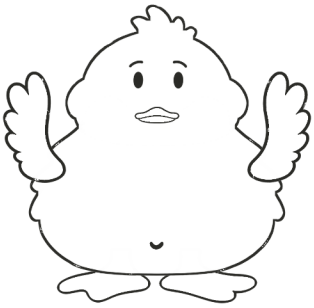
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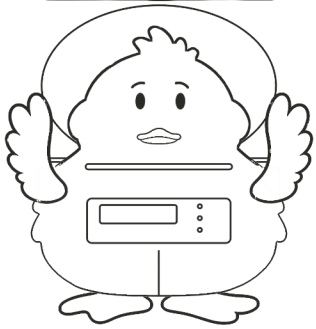
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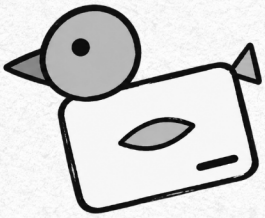


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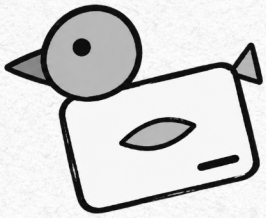


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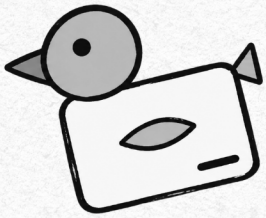




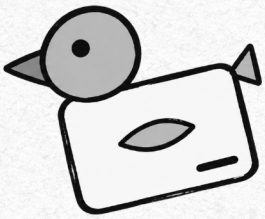
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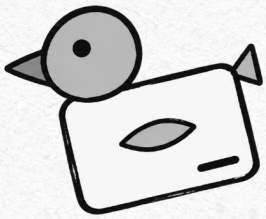
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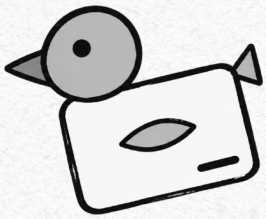
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