

## Lucky Duck (Coco rating: 1) Learning: Easy

### Cooperation Panorama: Connected (Card shedding game based on luck)

Interaction: Mostly independent play working from a common tableau, bidding, (2-6 players)

#### Description:

This luck-based card-shedding game generates tension as players race to rid themselves of cards according to factors mostly outside of their control. When a player's card is randomly specified, it can be discarded, and the player now has a short-term, limited ability to nudge the odds in their favor to get rid of another card. Otherwise, the game selects another card at random and play continues.

#### Objective:

The first player to discard all their cards wins the game.

#### Set-up:

This game uses all the Singles, and enough Completes to make the deal come out evenly (2 players get 12 cards each; 3 players get nine cards each; 4 get six each; 5 get five; 6 get four, 7, 8 and 9 get three each). Separate the Singles into three decks – one for each characteristic: Pattern, Color, Shape. Shuffle these piles independently and place them face down in the center of the table in that order. Deal Completes to all players such that everyone has the same number. (Any leftover Completes are set aside, out of the game). Players flip their Completes face-up in front of them on the table.

#### Gameplay:

The top card from each Single pile (Pattern, Color, Shape) is turned over, revealing the selected characteristic. Together, these three Singles uniquely identify one Complete. If that Complete is owned by a player, they discard it and they have won that round. That player then decides which Singles persist to the next round, and which ones will be replaced.

If the three Singles revealed were: Hollow, Green, and Square, the player who has the corresponding Complete, Hollow-Green-Square, discards it and wins the round. Suppose three out of their remaining five Completes are Squares. That player would want to keep the Square, but not the Pattern Single (Hollow), or the Color Single (Green). They will be replaced. The Shape Single (Square) will remain. The Hollow Single is then placed face-down on the bottom of the Pattern pile and the Green Single is placed on the bottom of the Color pile. New Pattern and Color Singles are revealed from the top of the respective piles (Filled, Red) and the three Singles (including the retained Square Single from the previous round) specify a new Complete: Filled-Red-Square. Whoever has that Complete card discards it, wins the round, and determines which, if any, face-up Singles are retained for the next round. Play continues in this manner.

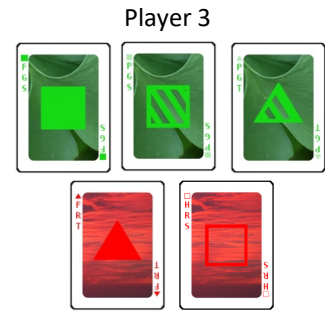
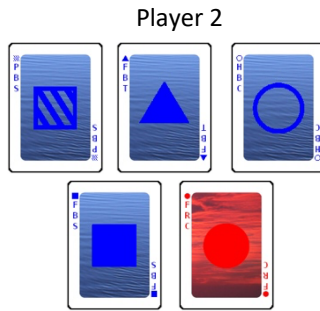
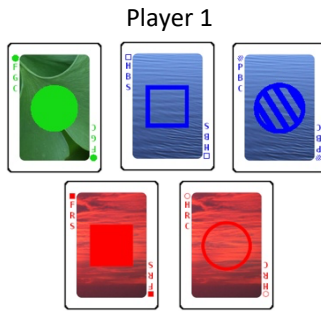
If the three face-up Singles specify a Complete that is not in the game, or one that has already been played, then all three cards are moved to the bottom of their respective decks and play continues.

#### Game End:

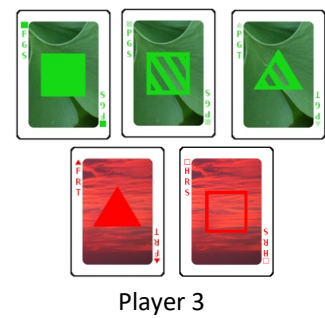
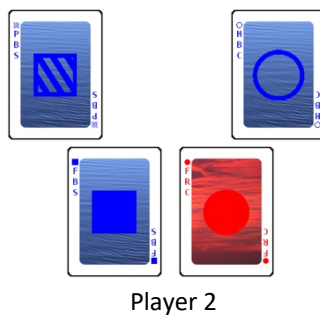
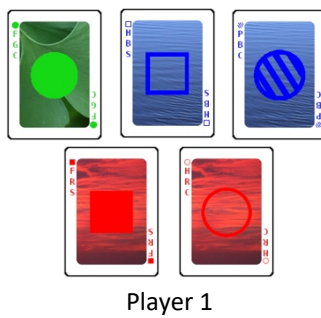
Play continues in this manner until someone discards their last Complete and becomes the winner.

Example gameplay:

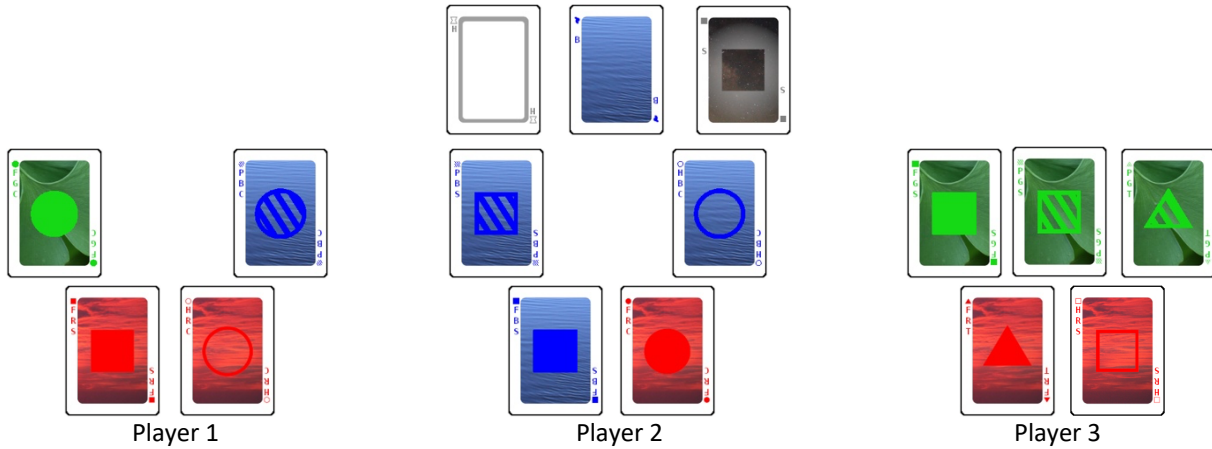
Pattern      Color      Shape      Decks with their Singles revealed.



The revealed Singles (Filled, Blue, Triangle) specify the Complete Filled-Blue-Triangle, which is in Player 2's hand. So, player 2 discards the Filled-Blue-Triangle, and since most of their remaining cards are Blue, they state that the Pattern and Shape Completes will be replaced but the Color Single, Blue, will be kept.



When the Pattern and Shape Singles are replaced, a Hollow and a Square Singles are revealed. Player 1 discards their Hollow-Blue-Square and specifies that no Singles will be retained for the next round.



The next three Singles that are revealed are Hollow-Green-Triangle, a card that no one has, so the game continues. Three new Singles are revealed: Filled, Green, Square. Player 3 discards that card and directs the Green and the Square card to be retained, and the Filled card to be replaced. Play continues in this manner until there is a winner (someone discards their last Complete).

This shows the game at a later point, the moment player 2 wins!

