

# Disney's **DARKWING DUCK** GAME

## INSTRUCTIONS

For 2 to 4 Players

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Gameboard, 4 Darkwing Duck Pawns with Stands,  
16 Cards, 8 Laughing Gas Tokens, Die.

## THE STORY

Darkwing's enemies created a duplicating machine...and made 4 Darkwing Ducks! Can you prove you're the real Darkwing? Find your Bad Guy and the Duplicator, and haul them both back to SHUSH!

## OBJECT

Be first to return to SHUSH with the Duplicator card and your matching color Bad Guy card.

## THE FIRST TIME YOU PLAY

1. Carefully separate all of the game parts from the card-board platform. Discard the waste.
2. Fold all 4 Darkwing Duck pawns along their fold lines. Fold in the flaps and fit them into pawn stands.

## GAME SETUP

1. Choose a color Darkwing Duck pawn and place it on the SHUSH space. All players do the same. Place any extra pawns out of play.

During the game, you'll be hunting for the Bad Guy card that matches the color of your pawn.

2. Place the 2 round Laughing Gas tokens that match your pawn color faceup in front of you. All players do the same. Place any extra tokens out of play.

3. Set aside the 7 Cover cards (with the question marks). Flip all of the **other** cards facedown and mix them up. Place 2 cards facedown on each colored rectangle marked "2 Cards." Place 1 card facedown on each colored rectangle marked "1 Card." Now place one Cover card, faceup, on each of the card piles.

## HOW TO PLAY

The youngest player goes first. Play moves to the left.

## ON YOUR TURN

On each of your turns, roll the die and move your pawn along the path the number of spaces rolled. Your turn is then over, unless you land on a Star space or a Steal space, or use a Thunderquack space. Rules for these spaces are described below.

### Movement Rules

- Each space (including the DARKWING DUCK space in the center) counts as one on your die roll.
- You may move in any direction along the path, but never move onto the same space twice on one die roll.
- Pawns cannot share spaces (except for Thunderquack spaces). If you land on an occupied space, move to the next empty space.

### STAR SPACES



Near each card pile there are 3 matching-colored Star spaces. If you land by exact count on a Star space, secretly look at the card(s) in the matching-colored pile to see if you can keep them! Place any cards you can keep faceup in front of you, so that all players can see them. Return any cards you can't keep facedown to the pile, and cover them with the Cover card.

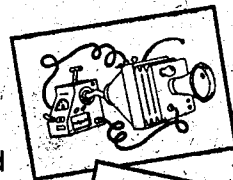
### A Look at the Cards

- If you draw the Duplicator card, keep it - you'll need this card to win the game!

- If you draw **your** matching color Bad Guy card, keep it! You need this card to win the game, too!

If you draw **any other color** Bad Guy card, you must return it to the pile.

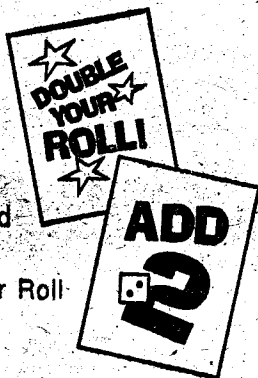
Once you've found the Duplicator card and your Bad Guy card, try to get back to SHUSH before an opponent steals your Duplicator card!



- If you draw a Double Your Roll card, keep it if you don't already own one. If you already own a Double Your Roll card, you must return the card you drew to the pile.

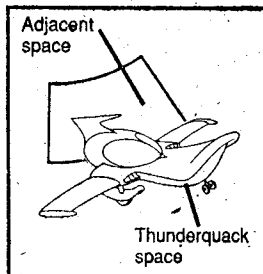
The same rules apply to the Add 2 cards.

You can own one Double Your Roll card and one Add 2 card.



### STEAL SPACES

If you land by exact count on a Steal space, take one card from any opponent. You can steal the Duplicator card, an Add 2 card or a Double Your Roll card. You can't steal an opponent's Bad Guy card.



### THUNDERQUACK SPACES

You can use these spaces as shortcuts from one corner of the path to another. To do so, move onto a Thunderquack space from the adjacent path space. This ends your turn.

On your turn after rolling the die, you must move from the Thunderquack space to the adjacent path space. Keep moving in either direction along the path if you have any moves left on the die.

Two or more pawns may share a Thunderquack space.

### PLAYING YOUR CARDS

After rolling the die on your turn, you can use one of the cards below to move extra spaces. NOTE: You cannot use both of these cards on the same die roll.

#### Double Your Roll

Use this card to move twice the number of spaces you rolled! After using this card once, place it facedown under any Cover card.

#### Add 2

Use this card to add 2 spaces to your move. Unlike the Double Your Roll card, you can use this card as many times as you wish!

### PLAYING YOUR LAUGHING GAS TOKENS

You can use these tokens on your turn to steal the Duplicator card from the player who has it! Use a token **only** if the player is 1 to 6 spaces away from your pawn. NOTE: When you launch laughing gas, do not move your pawn.

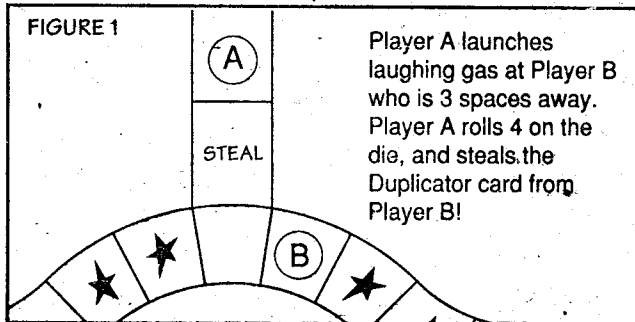


To launch laughing gas, announce that you're going to do so **before** rolling the die. Then flip one of your tokens facedown and out of play, and roll the die.

- If you roll a number **equal to or more than** the number of spaces it takes to reach your opponent's pawn, you steal the Duplicator card! Take it from your opponent and place it faceup in front of you. Now roll the die once more, and move your pawn that many spaces for a getaway! This ends your turn.

- If you roll a number **less than** the number of spaces it takes to reach your opponent's pawn, you can't steal the Duplicator card. Your turn is over.

Figure 1 shows an example of launching laughing gas.



### Funny Rules About Laughing Gas

You can launch laughing gas at an opponent around a corner. However, Thunderquack spaces are safe: you can't launch laughing gas from a Thunderquack space, or at an opponent who is on one.

### HOW TO WIN

If you're first to return to SHUSH with the Duplicator card and your Bad Guy card, you win!