

CRUISING DUCK[®] MYSTERY



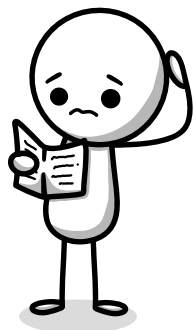
Find Clues to Solve the Mystery

Fun Deduction Card Game



Do you get confused when reading instructions?

We get confused too. Don't worry, we get it. We made a video just for you!



SCAN FOR VIDEO INSTRUCTIONS

Have doubts? Get in touch.

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Grandma is known for a fun tradition she has whenever she goes on a cruise. Every time she travels, she secretly hides a special rubber duck somewhere on the ship. It's up to you to figure out which duck she's hidden, where, and on which ship.

Are you ready to solve the Cruising Duck Mystery?

GAME OBJECTIVE

Discover which Duck was hidden, at which Location, and on which Ship.

GAME SET UP

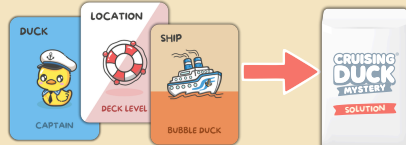
The game has two types of cards: Evidence Cards (blue back) and Detective Cards (yellow back).



- 1 Separate the Evidence Cards into three groups: Ducks, Locations, and Ships.

The dealer shuffles each group separately, face down. Without looking at any of the cards, they randomly draw 1 card from each group and carefully place the 3 cards into the Envelope without letting any players see the solution, then close the envelope.

(The following cards are just an example.)



Put the envelope aside on the table to be used when someone is ready to Solve the Mystery.

- 2 Shuffle the remaining Evidence Cards face down on the table so no one can see them.

Then deal each player the number of cards shown in the next table, based on the total number of players. Players should keep their cards hidden from other players.

Table Guide

Number of Players	Cards per Player	Hidden Evidence Cards
2	8	2
3	5	3
4	4	2

Place the leftover cards face down as the Hidden Evidence.

- 3 Now, shuffle all the Detective Cards and place them face down as the Draw Pile. (See the Table Layout on the back.)



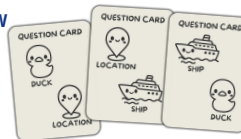
HOW TO PLAY

The player to the left of the dealer goes first. They draw the top card from the Draw Pile and place it face up in the Discard Pile.

Detective Cards include two types of cards: Question Cards and Special Cards.

Question Cards show 2 Evidence groups:

- Duck/Location
- Location/Ship
- Ship/Duck



When a player draws a Question Card, they ask the player to their left about one specific evidence from each of the 2 groups shown.

If the Question Card shows Duck and Location groups, they may ask, for example, "Do you have the Clown Duck or the Buffet Location?"



If the player being asked has either card, they secretly show only 1 card of their choice even if they have both. If they have neither, the next player clockwise is asked the same question.

This continues until a player shows 1 of those cards or all players say they have neither card.

When a player draws a Wild Card, they can choose any 2 Evidence groups to ask about.

Special Cards are:

- Detective Duck
- Peek Card
- Reveal Card



When a player draws a Special Card, they follow the instructions on the card.

Then play continues clockwise as players take turns drawing from the Draw Pile.

Take notes in your Deduction Sheet and mark the cards you were shown because now you know they are not the Hidden Evidence on the table and they are not in the Solution Envelope.

SOLVING THE MYSTERY

If you think you know the solution, wait until your turn to Solve the Mystery instead of drawing a card. Say out loud:

"I think Grandma hid (your Duck deduction) at (your Location deduction) on (your Ship deduction)."

Secretly check the 3 cards inside the Solution Envelope:

- If they match your deductions, you win immediately.
- If any of your deductions are wrong, return the cards to the Solution Envelope without revealing them. You remain in the game only to show your cards when asked. You may no longer take turns, draw cards, ask questions, or Solve the Mystery.

WINNING THE GAME

The first player to Solve the Mystery during their turn will be the Winner.

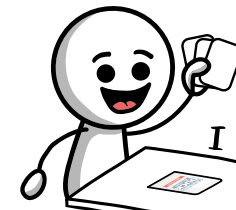


TABLE LAYOUT



TABLE GUIDE CARD

Table Guide		
Player	Hidden Evidence	Solution
2	8	2
3	5	3
4	4	2

This card shows how many Evidence cards are dealt to each player and how many are left on the table as Hidden Evidence.

EVIDENCE CARDS

DUCK CARDS (Set of 7)

These are all the different Rubber Ducks that could be hidden.



LOCATION CARDS (Set of 7)

These are all the different Locations where the Duck could be hidden.



SHIP CARDS (Set of 7)

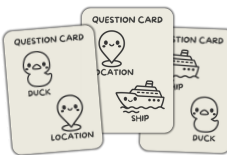
These are all the different Ships where the Duck could be hidden.



DETECTIVE CARDS

QUESTION CARDS (Set of 21)

These cards allow you to ask about one specific evidence from each of the 2 groups shown on the card.



WILD CARD (Set of 4)

This card allows you to ask about one specific evidence from each of the 2 groups you pick.



SPECIAL CARDS

DETECTIVE DUCK CARD (Set of 4)

This card allows you to secretly look at one card of your choice from another player's hand.



PEEK CARD (Set of 4)

This card allows you to secretly look at one Hidden Evidence Card on the table (not inside the envelope) that you choose. After looking at it, return it face down to the same spot.



REVEAL CARD (Set of 3)

This card allows you to flip one Hidden Evidence Card for all players to see. Once revealed, it remains face up for the rest of the game.



DEDUCTION SHEETS (60 Pages)

Use these sheets to mark which Evidence Cards are not in the Solution Envelope or are not the Hidden Evidence on the table.



CLARIFYING DOUBTS

- What happens if the Draw Pile runs out?
Shuffle all the cards from the Discard Pile and use them as the new Draw Pile.
- Can I rearrange my cards before someone picks one of my cards to look at?
Yes, you can rearrange the cards in your hand during the game as many times as you want.
- Can I bluff when I answer a question?
No, players must answer honestly when asked and show a matching card if they have one.

PRO TIPS

If you draw a Question Card, ask for 1 card you already have in your hand and 1 card you want to know. This makes it more likely you'll be shown the card you need, and if no one has it, it may be part of the Hidden Evidence or the Solution.

If another player is asked about 2 cards and you already have 1 of them in your hand, any card they show must be the other one. Mark it as not part of the Solution.

