

CONTENTS

- 4 Ducks
- 1 dice
- 1 assembling board-box
- 12 path pieces
- the rules

Authors: Luca Bellini & Luca Borsa

Illustration: Gediminas Akelaitis

**For 1–4 players
from 3 years of age
Duration: 15 minutes**

The sleepy Ducklings wake up at the crack of dawn. The morning is beautiful, the sun is shining, and there is a colourful rainbow in the sky. While the sun is shining and the morning is warm and fun, Mother Duck rushes to take the Ducklings to the pond for a swim. But a cloud appears in the sky and is going to hide the sun. And when there is no sunshine, the Ducklings will not want to go swimming. Therefore, Mother Duck and the Ducklings need to hurry and take a swim while the sun is still shining and is inviting them to bathe.

An entertaining game for young players:

- teaches shape recognition
- develops fine motor skills
- encourages making basic tactical decisions

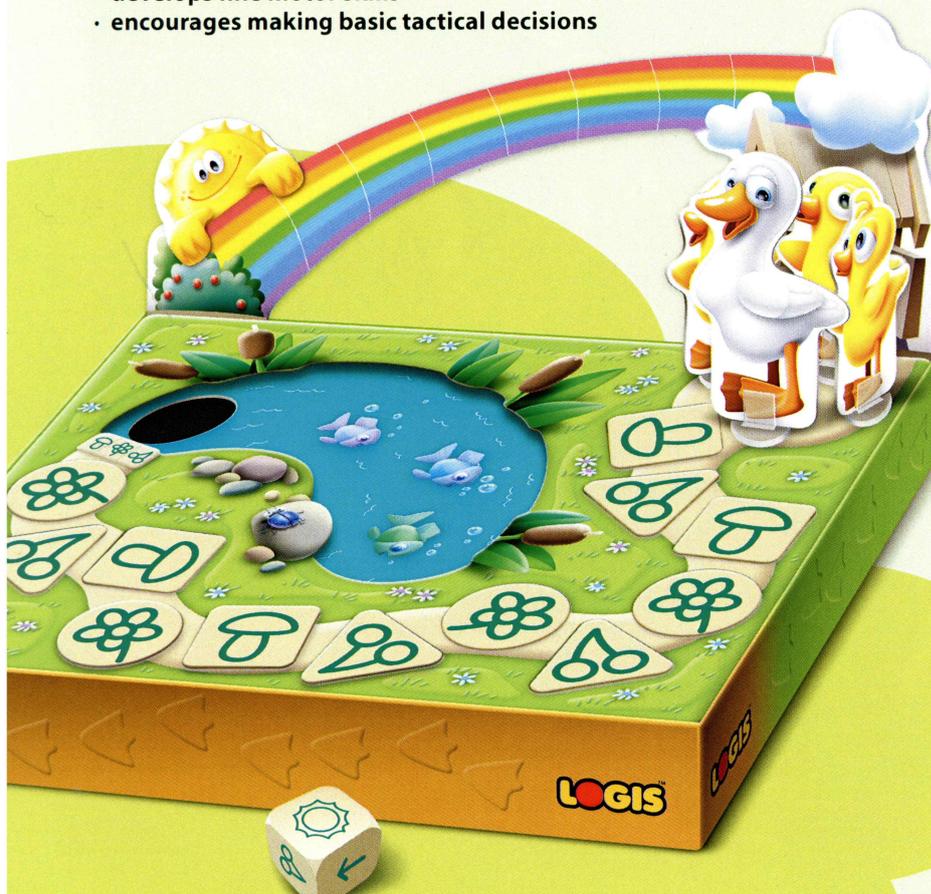


AIM OF GAME

Take Mother Duck and the three Ducklings to the pond before the sun hides behind a cloud.

PREPARATION

Take out all the game parts. Place the game board on the top of the box. It is important that the location of the pond on the board and the insert match. Position the pond so that the first water space is free. Put the rainbow on the edge of the box, as shown in the example. Place the sun on the rainbow on the left (above the bush). Place all 12 parts of the path on the board according to their shapes: square, triangle, circle. Place Mother Duck and the three Ducklings at the beginning of the path near the house. Place the dice next to the game box.



HOW TO PLAY

The youngest player starts first.

The rest take turns in clockwise fashion.

The player whose turn it is throws the dice once and takes their turn, choosing Mother Duck or a Duckling.

Important: Mother Duck shows the way, so she must always be first (in front). The Ducklings cannot overtake her. Only one figure can stand on one square.

The meanings of the dice:



• **Berries, flower or mushroom:** move any duck forward until you reach the first free space of that symbol. If there are occupied squares along the way, you can jump over them.



• **Arrow:** move any Duck forward one space.



• **Return arrow:** move any Duck back one space.



• **Sun:** move the sun to the right to the next rainbow section (there are seven sections in the rainbow).

The jetty with the three symbols at the end of the path can be reached with any symbol on the dice (as well as moving forward using the arrow symbol). As soon as a Duck arrives, it doesn't stop, but immediately "dives" into the water and swims forward, in order to leave a space for the next Duck. Place the Duck in the free area of water and move the pond forward one step to make space for another piece.

The best advice is to carefully choose which Duckling to go with. Remember that a Duckling can jump over other Ducklings. This way, you will travel further.

Example. If you rolled the berries. You will go the furthest with the last duckling.



THE END

The game ends when the last Duckling jumps into the pond. Then all the players have won together!

Otherwise, the game ends when the sun reaches the cloud. If this happens before all the Ducklings have jumped into the pond, then the players lose.