

The next Grand Prix in the International Rubber Duck Racing Series is about to begin! Fearless competitors vie for position on the water slide in a race filled with literal twists and turns! Score points with your trio of rubber ducks by getting them as far down the slide as possible. But all the racers are identical, so it doesn't take long to lose track of yours – especially when they start to bump and jump each other! Should you spend a turn to find out where your rubber ducks are, or risk helping out your opponents by accidentally moving theirs? You won't win if you focus on only one of your racers, because the final positions of all three members of your team count toward your final score!

OBJECTIVE

Try to get your team's three rubber ducks to the front of the race! But all the ducks in the race are identical, so you must remember which ones are yours – don't lose sight of them as they make their way down the water slide or take whirlpools as shortcuts!

COMPONENTS

- 15 × Rubber Ducks (resin)
- 30 × Stickers (15 required)
- 5 × Racing Team cards
- 5 × Starting Grid cards
- 26 × Curve cards
- 10 × Straight cards
- 4 × Whirlpools
- 1 × Checkered Flag



SETUP

① Give the same 7 cards to each player:

- 1 Curve card with room for 1 duck;
- 3 Curve cards with room for 2 ducks;
- 1 Curve card with room for 3 ducks; and
- 2 Straight cards.



② Arrange the five **Starting Grid** cards on the table as desired, as long as they are connected from smallest (#1) to largest (#5), with all spaces pointing downstream, and without blocking the exit on card #1 (where the first card will be added to the course).

Shuffle the **Racing Team** cards. Give one to each player along with the three **Rubber Ducks** of the matching colour.

Take a duck from each player and draw one to determine the first player. Give that player the **Checkered Flag** and return the ducks to their respective owners.

③ Finally, arrange the 15 Rubber Ducks onto their initial positions on the Starting Grid – they will all be participating in the race!



THE GAME

Rubber Duck Racers is played over five rounds, with each player taking a turn in clockwise order. During their turn, each player will add either a **Curve** card or a **Straight** card to the water slide and perform the action provided: Curve cards allow players to move Rubber Ducks, while Straight cards allow players to find out who ducks belong to, and to reposition them!



CURVE CARDS

Curve cards allow players to move any of the 15 Rubber Ducks in the race to a space on the next Curve Card or into a Whirlpool (see WHIRLPOOLS for more details).

The number of spaces on the Curve card played – 1, 2, or 3 – indicates the number of Rubber Ducks that can fit on that card, as well as how many movement actions the player can perform this turn.

A **movement action** starts with the selection of a Rubber Duck to move, and ends when the player places a Rubber Duck on an empty space OR into a Whirlpool with fewer than three ducks in it:



④ If there are any empty spaces on the next Curve card, move the selected Rubber Duck to one of those empty spaces. **Do not move any of the ducks that were already on that card!**

⑤ If the next card on the water slide has a Whirlpool on it, and if there are fewer than three ducks inside it, place the selected Rubber Duck inside the Whirlpool with them. **Do not move any of the ducks that were already inside the Whirlpool!**

In both these cases the selected Rubber Duck did not "bump" into any other ducks. As such, this Rubber Duck may begin other movement actions on this turn, allowing it to advance down the water slide by up to three Curve cards!



⑥ If all the spaces on the next Curve card are occupied by ducks, move the selected Rubber Duck to any space on that Curve card and take the duck that was on that space. Alternatively, if the next card on the water slide has a Whirlpool on it and there are already three ducks inside it, place the selected Rubber Duck inside the Whirlpool and take any of the three ducks that were already there.

Move that Rubber Duck to the next card, and so on, according to the above situations. It is possible to move several different ducks one card at a time, as part of the same "bumping" sequence, until the last Rubber Duck in the sequence reaches a Curve card with empty spaces or a Whirlpool with fewer than three Rubber Ducks inside it.

In both these cases the selected Rubber Duck bumped into another duck, so it cannot initiate other movement actions this turn. However, this Rubber Duck can be involved in a bumping sequence, also allowing it to move down the water slide by up to three Curve cards!

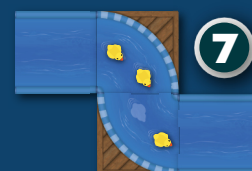


STRAIGHT CARDS

Straight cards allow players to secretly peek at the bellies of Rubber Ducks to discover which team they belong to, and to change their position on its card if they desire!

⑦ When a Straight card is added to the water slide, add up the total number of duck spaces on all the Curve cards between this Straight card and the previous Straight card added. Whirlpools and "hidden" parts of the course do not interrupt a sequence of Curve cards, but do not include the spaces on Curve cards covered by Whirlpools (these spaces no longer exist).

In this example, the player can peek at any four of the 15 Rubber Ducks in the race to discover which team they belong to.



For the first Straight card added to the water slide, add up the total number of spaces on all the Curve cards played so far (do not include the Starting Grid cards).

One by one, secretly peek at the base of that many Rubber Ducks, starting with any of the 15 ducks on any card.

8 Players are not required to peek at all the Rubber Ducks on a card. Only after peeking at all of them, however, are players permitted to reposition the ducks on that card as desired, including onto spaces that were previously empty. This is a great way to move up positions in the race, and to move your opponents back!



Peeking at and repositioning Rubber Ducks must be done one card at a time. Players may not peek at or adjust ducks on a previous card after starting another (see YOUR GUIDE TO MOVING RUBBER DUCKS).

Although Whirlpools do not have spaces shown on them, the same rule applies: Rubber Ducks inside Whirlpools may not be repositioned before looking at all of them.

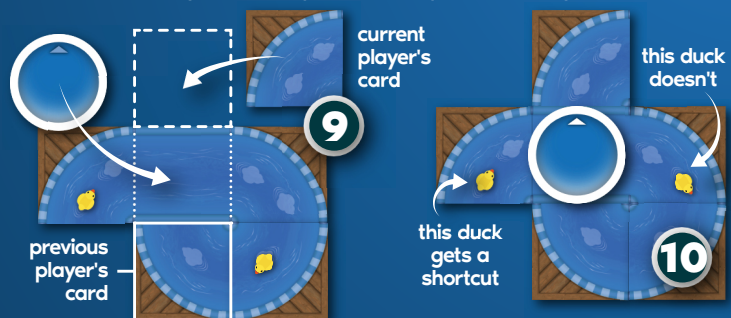
If the next player also plays a Straight card, they may peek at half as many Rubber Ducks as the previous player, rounded up.

WHIRLPOOLS

Since the racecourse is a water slide, cards may be arranged so that the track appears to go underneath itself as it spirals down to the ground. Whenever this happens, a shortcut will appear in the form of a **Whirlpool**! Any duck that finds itself inside a Whirlpool will be able to use it as a shortcut to go directly to the indicated Curve card, skipping part of the course!

If the previous player added a card to the water slide that causes its course to pass underneath previously played card(s):

- 9 • The current player must place their card so that the water slide's course is connected by an "invisible" straightaway between their card and the previous player's card.
- If there is only one card "above" the invisible straightaway, place the Whirlpool on it. If there are several, the current player gets to choose where it goes. Whirlpools may be placed on top of Straight cards, but only one Whirlpool can be placed on any card.



- If there are any Rubber Ducks on that card, put them all inside the Whirlpool. Their order is no longer important – all ducks in the same Whirlpool are now tied! Whirlpools have room for three Rubber Ducks, and are treated just like Curve cards with three spaces when moving and bumping ducks.
- 10 • Orient the Whirlpool's arrow so that it points towards the current player's card, which is where ducks go when they exit the Whirlpool.
- The current player now performs their actions. If they played a Curve card, the Rubber Ducks inside that Whirlpool can already be moved onto it, and they will take the lead in the race!

YOUR GUIDE TO MOVING RUBBER DUCKS

Do not hide your play from your opponents – it is already challenging enough to keep track of where the Rubber Ducks are! During a bumping sequence, move the ducks one by one, card by card, so that everyone can follow along. When peeking at their colours, pick up Rubber Ducks one at a time, returning it to the same space before picking up another. Only after looking at all the ducks on the same card may they be rearranged, and other players can know how they were rearranged.

THE CHECKERED FLAG

11 At the end of the third round (before playing their fourth card), the first player should place the **Checkered Flag** marker on top of the last card on the water slide. Any Rubber Ducks that finish the race in front of this card – including those that used a Whirlpool to skip this card – earn a bonus point for their team at the end of the game!



If you forget to place the Checkered Flag, simply multiply the number of players by three to know where it should go. For example, in a four player game, the flag should be placed on the twelfth card after the Starting Grid.

COMMUNICATION BETWEEN PLAYERS

Communication among players is permitted and encouraged. Often it is for the purpose of discovering or providing information – real or otherwise – about the owners of the Rubber Ducks. Players may not directly reveal the colour of a duck by showing its base, but they may try to convince the table of any duck's colour – it's up to each player to decide if they're right, wrong, or if they're bluffing!

END OF GAME & SCORING

The race ends after five rounds – players will only add five of their seven cards to the water slide.

12 All players flip their Racing Team cards to the scoring side. Starting with the Rubber Duck in last place, reveal its colour. Return that duck to its owner so that they can record its score by placing it on top of their Racing Team card: 1 point for last place; 2 points for second-last place; and so on, up to 15 points for first place.



All ducks that make it past the finish line (on any card ahead of the Checkered Flag) earn an additional bonus point. In the example above, three Rubber Ducks passed the finish line.

13 If there are Rubber Ducks in the same Whirlpool at the end of the race, they all finish tied. In the example above, the three ducks in the Whirlpool all earn 9 points, and the duck on the next card earns 12.

The player who tallies the most points with their trio of Rubber Ducks wins the race! In case of a tie, the winner is the player with the duck that scored the most points.

GAME VARIANTS

In games with fewer than five players, players can receive a different set of cards at the start of the race – for example, one Straight card and six Curve cards. Feel free to experiment with the quantity and type of cards that players receive!

CREDITS

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Made in Brazil.

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