

DuckShot - The Game of Shooting Ducks.

Basic rules:

Object:

The object is to shoot three ducks and keep them.

Setup:

Deal two piles with five cards in each, face down in front of every player. These are your personal draw piles. Then start four play piles in the center of the table, with one card face up in each play pile to start it. Split the rest of the cards into three public draw piles face down.

Players do not start with a hand of cards.

Play:

Play starts with the person on the left of the dealer. Play continues clockwise.

On your turn you have three options: **1.** You may pick a card from one of your personal piles. You must play this card unless it is a special card (see Special Cards).

2. You can pick up a card from one of the public draw piles and you must put it in your hand (a duck must be played immediately).

3. You may play a card from your hand onto a play pile.

Note: The only card you can play on a **ShotGun** is a Duckling. The only cards you can play on a **Duck** is a Pelican or a ShotGun. If the public draw piles run out reshuffle the play piles.

Special cards:

If you pick up a **Duck** card you must play it immediately on a play pile. Any other special card goes into your hand, to be played on another turn.

A **ShotGun** card can only be played on a Duck card, to shoot the Duck. If you shoot a Duck you must place the Duck card face up at your spot.

When you play a **Spoil** card you may take another player's Duck and put it at the bottom of a play pile (to spoil the Duck).

When you play a **Swap** card, it brings the bottom card of any play pile to the top. Then the Swap card goes at the bottom of that pile.

When you play a **Steal** card, you may take another player's duck.

Expert Rules: (not required)

You cannot pick up from the same public draw pile twice in a row, or play a card on the same play pile twice in a row. If you are caught doing this, the penalty is losing one of your Ducks.

You must say "DUCKSHOT" when you shoot a Duck. If you don't, and someone notices before the next player's turn, you must put the Duck back. If you are forced to play something other than a Duckling on a Shotgun, or a Pelican on a Duck, you can, but you must lose all of your ducks (they go to the play piles), and if you don't have any ducks you lose your whole hand of cards.

How to Win:

When you have three ducks
you win!

Idea:

Use the blank card to make a custom card and write the rules out for it.



Custom Rules:

This image shows a blank sheet of white paper with horizontal red lines. The lines are evenly spaced and run across the width of the page, providing a guide for writing or drawing. There are no margins, text, or other markings on the paper.

Please do not use any of these photos or ideas without permission.

This copy of the rules is revised May 2025.