

Disney's **DARKWING DUCK**

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"LET'S GET DANGEROUS" CARD GAME

For 2 to 4 Players / Ages 6 and Up

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Contents

60 Cards:

36 Good Guys: Darkwing Duck, Gosalyn Mallard, Honker Muddfoot, Launchpad McQuack, and "All Tied Up"

21 Not-So-Good Guys: Negaduck, Bushroot, Megavolt, Quackerjack, Liquidator

3 Extra cards

Object

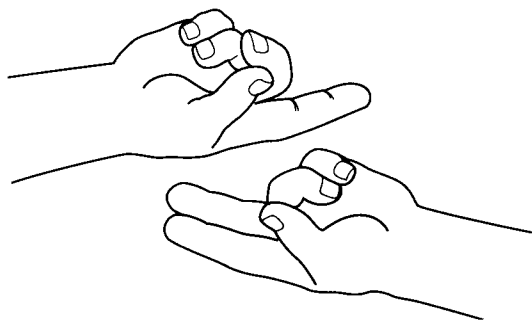
The Not-So-Good Guys are hiding out in the cards in your hand! Be the first player to capture one of each of the Not-So-Good Guys out of your (or an opponent's) hand and play it on the table in front of you, and you win—maybe!



Setup

- Separate the Good Guys cards from the deck. (They're the ones whose names are NOT in black.) Shuffle and place them face down on the table. This is the Draw Pile.
- In the remaining cards, find the Not-So-Good Guy Negaduck, and place him face up in the center of the table.
- Shuffle the rest of the Not-So-Good Guys cards and deal them all out. (In a 3-player game, the dealer will have only 6 cards; that's OK.)

How to "Throw Fingers" (also called "Shooting Fingers")



The player whose turn it is calls "Odds" or "Evens." Now count "One...two" and on "three," you and your opponent "throw out" one or two fingers. Do the thrown fingers add up to an odd number (3) or an even number (2 or 4)? If you called it correctly, take a card!

Gameplay

The player to the left of the dealer goes first.
Play passes to the left.

On your turn:

Pick one card from the Draw Pile and turn it face up to form the Discard Pile. What you do next depends on what card you drew:

What did you draw?

Darkwing Duck — Choose another player as your opponent. Call “Odds” or “Evens” and then “throw fingers” with that player. If you called correctly, draw a card (sight unseen) from that player’s hand OR from the cards he/she has already played on the table, and put your new card face up on the table in front of you. Keep throwing fingers (with the same or another player) until you fail to throw what you called. (Your turn ends as soon as you fail to throw what you called.)



Gosalyn Mallard — Do the same as described above for Darkwing, but just do it once.

Honker Muddlefoot — Do the same, but just do it once. And if you lose the throw, your opponent gets to choose a card (sight unseen) from your hand or from the table in front of you and place it in front of him/herself.



Launchpad McQuack — This Good Guy protects you. Don’t throw fingers this time. Instead, take any card from any player’s hand (sight unseen) or from your own hand, and put it face up in front of you; lay Launchpad across it. Now no one can take that card from you!

You’re All Tied Up. Lose your turn.



Winning—Maybe!

In case you were wondering what Negaduck has to do with all this...

As soon as you have captured one each of the four Not-So-Good Guys on the table in front of you, try to win.

Stand up and announce to Negaduck: "I am Darkwing Duck... Let's get dangerous!" Now call "Odds" or "Evens." *All* players stand up and throw fingers at Negaduck. Add up the fingers. If you called Odds or Evens correctly, you win! If not, the game continues until another player gets all four cards and tries to win. If play comes around to you again and you still have all four cards, try again to win !

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- **Beauty and the Beast** Magic Mirror Card Game
- **101 Dalmatians** Puppy Rescue Card Game
- **The Little Mermaid** Under-the-Sea Card Game

We will be happy to hear your questions or comments about this game.
Write to: Consumer Relations, Parker Brothers, P.O. Box 1012,
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