

IF YOU LIKE BACKGAMMON, YOU'LL GO DUCKY FOR...

# QUACKGAMMON

THE QUACKY & QUICK  
**BACKGAMMON GAME!**

## INSTRUCTIONS

For 2 Players

### Object:

Quackgammon is a simpler version of classic backgammon, designed for quick-play that can be enjoyed by the whole family, including young children. The goal is simply to get your flock around the lake and safely home before your opponent.

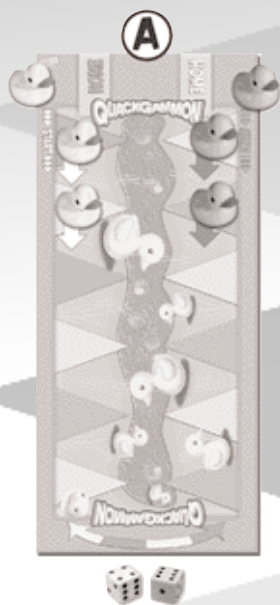
### Contents:

- 1 Game Board
- 3 Yellow Duck Playing Pieces
- 3 White Duck Playing Pieces
- 1 Yellow Die
- 1 White Die
- 1 Instructions Sheet

### Set Up:

Players start their journey from one side of the lake to the other on the corresponding "Start" Spaces. The Yellow ducks should be lined up with 1 piece on each of the first two triangle playing spaces, and 1 piece off the board near the Yellow "Start" Arrows. The White ducks should mirror this at the White "Start" arrows. (see A)

The Yellow ducks will play using the Yellow die.  
The White ducks will play using the White die.



## Playing The Game:

### Opening Roll:

For the opening roll, both players roll their dice. The highest roll moves the amount shown on his/her die. (Example A: if Yellow rolls a 6, and White rolls a 4, the Yellow player may move a Yellow duck 6 spaces.)

The other player may then roll and move accordingly.

**NOTE:** The Only Time both players roll at the same time is on the opening roll. For all other moves, players take turns rolling/moving.

### Moving Around The Board:

Like Backgammon, the Quackgammon board is set up with triangle shaped spaces.

Each triangle on the board represents 1 space.

There are 6 spaces on each side of the lake, plus 1 home space for a total of 13 spaces to be traveled from the start arrows to HOME (off the board).

A player may only land on a vacant space.

- You may NOT land on a space already occupied by a duck of your color. (see B)
- You may NOT land on a space already occupied by your opponent's duck when he is "Paired Up". (Ducks of the same color are "Paired Up" if they occupy neighboring spaces. (see B))

**NOTE:** As in Backgammon, a "Move" in Quackgammon is not complete until a player picks up his/her dice.

### Moving OFF The Board:

As in Backgammon, the goal of Quackgammon is to get all of your pieces HOME (off the board) before your opponent.

- A player may only take his/her ducks off the board BY EXACT ROLL. (see C)
- A player may NOT take his/her ducks off the board until all their ducks are in play on the board.



## Bumping:

Like Backgammon you may “Bump” your opponent back to start by landing – by exact roll - on his/her *sitting duck*

NOTE: A *sitting duck* is any duck that is NOT paired up with another duck of the same color. (see D)

When “bumped” that duck is sent off the board to the Start Arrows (“The Penalty Box”). (see E)

## Forfeits And Lock-Outs:

Whenever a player rolls the die and Cannot move any one of his/her ducks, this player must forfeit his/her turn.

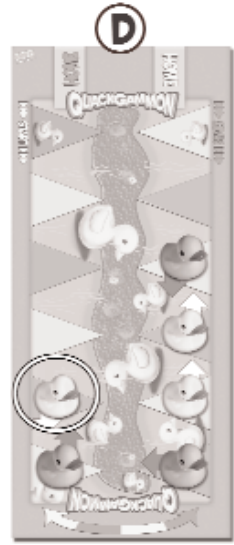
A “bumped” player **MUST** move his/her duck onto a vacant space from the penalty box Before any other ducks may be moved. Failure to do so will result in that player being Locked Out. No other ducks may move until all ducks in play are on the board.

NOTE: The Lock-Out rule only applies to Ducks that are off the board and in the penalty box.

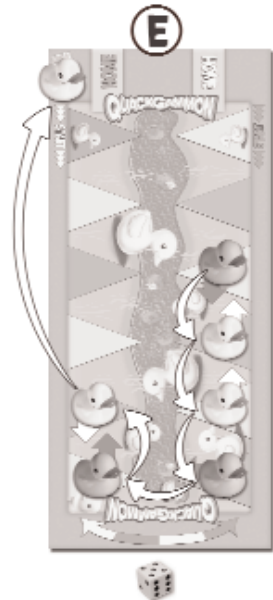
If you are just starting a game and have a duck off the board, you may move any of your ducks.

## Winning The Game:

The first player to move all three ducks safely HOME is the winner!



The 2 White ducks on the right and 2 Yellow ducks at the bottom are safe as they occupy neighboring spaces. The single White duck on the left and the single Yellow duck on the right are SITTING DUCKS.



The Yellow player that rolled a 5 can move his/her rear duck 5 spaces to **BUMP** the White duck on the left, sending that duck back to the start arrows.

If you like Backgammon, you'll go **DUCKY** for

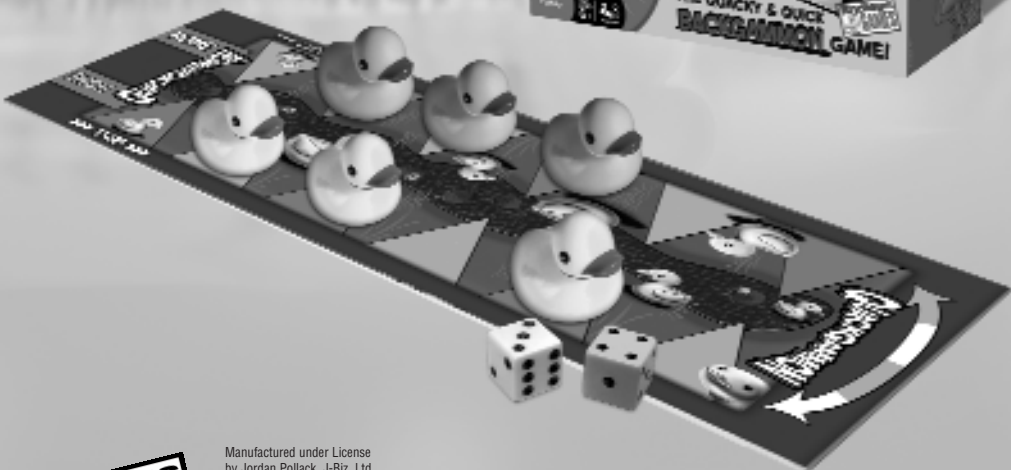
# QUACKGAMMON

THE QUACKY & QUICK  
**BACKGAMMON** GAME!

Can you get your ducks around  
the pond and back home before  
your opponent?

Quackgammon™ is the Quacky  
and Quick Backgammon game  
that pits chance against  
strategy as you race your  
gaggle of fine feathered  
friends to safety.

If you like Backgammon,  
you'll go **DUCKY** for  
**QUACKGAMMON!**



Manufactured under License  
by Jordan Pollack, J-Biz, Ltd.  
and Ulco Toy and Game Co.  
All Rights Reserved  
Distributed by Endless Games, Inc.  
Freehold, NJ • 732-414-2213  
Visit Our Website at: [www.endlessgames.com](http://www.endlessgames.com)  
The Endless Games Logo is a Registered  
Trademark of Endless Games, Inc.