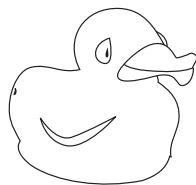


## Materials

- Two standard dice for each group.
- 11" x 17" paper and pencil for each group.
- About 30 counters for each player.

## Instructions

1. This is a counting, addition and strategy game for 2-4 players or teams. The object of the game is to save the most ducklings by collecting the most counters.
2. At the start of the game, players draw a larger picture of the duck and trap on a sheet of paper (see below) and place it in the middle of the players.



	9	6	3	
12	10	7	4	2
	11	8	5	

3. Each player begins the game with 30 counters and rolls the dice in turn. Each counter represents one duckling. After rolling the dice, the player totals the dice values and places that number of counters on the matching section of the trap. If that section already contains counters, the player may take those counters and roll the dice again until the player rolls a total that corresponds to an empty section.
4. Section 7 is known as the solitary cell section. All the other cells are holding sections of the trap. In section 7 counters are collected, but not released. Each time a player rolls a 7 (s)he must add 7 counters to the cell labeled 7.
5. If a player rolls a total of 2 or 12, (s)he may collect all of the counters in the trap, including those in section 7. When a 2 or 12 is rolled, players also receive another turn. If a player rolls a 2 or 12 on his/her second turn, (s)he must place counters in each cell that corresponds to the number value of that cell of the trap (77 in all).
6. If a player loses all his/her counters, (s)he must drop out of the game.
7. Play continues until time is called, or only 1 player remains. The player who has saved the most ducklings wins.

## Variations

- Change the rules so that each game ends after a predetermined number of rounds. The player with the high score at the end of X rounds wins.