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Gamewright 262

Gamewright Deduckto: A Quacking Deduction Game - Instruction Manual

Model: 262

INTRODUCTION

Welcome to Deduckto, a deduction card game designed for 2-4 players aged 8 and up. This manual provides comprehensive instructions for setting up and playing the game, ensuring an enjoyable experience for all participants. The objective is to be the first player to correctly identify your secret suspect based on clues gathered during gameplay.

WHAT'S IN THE BOX

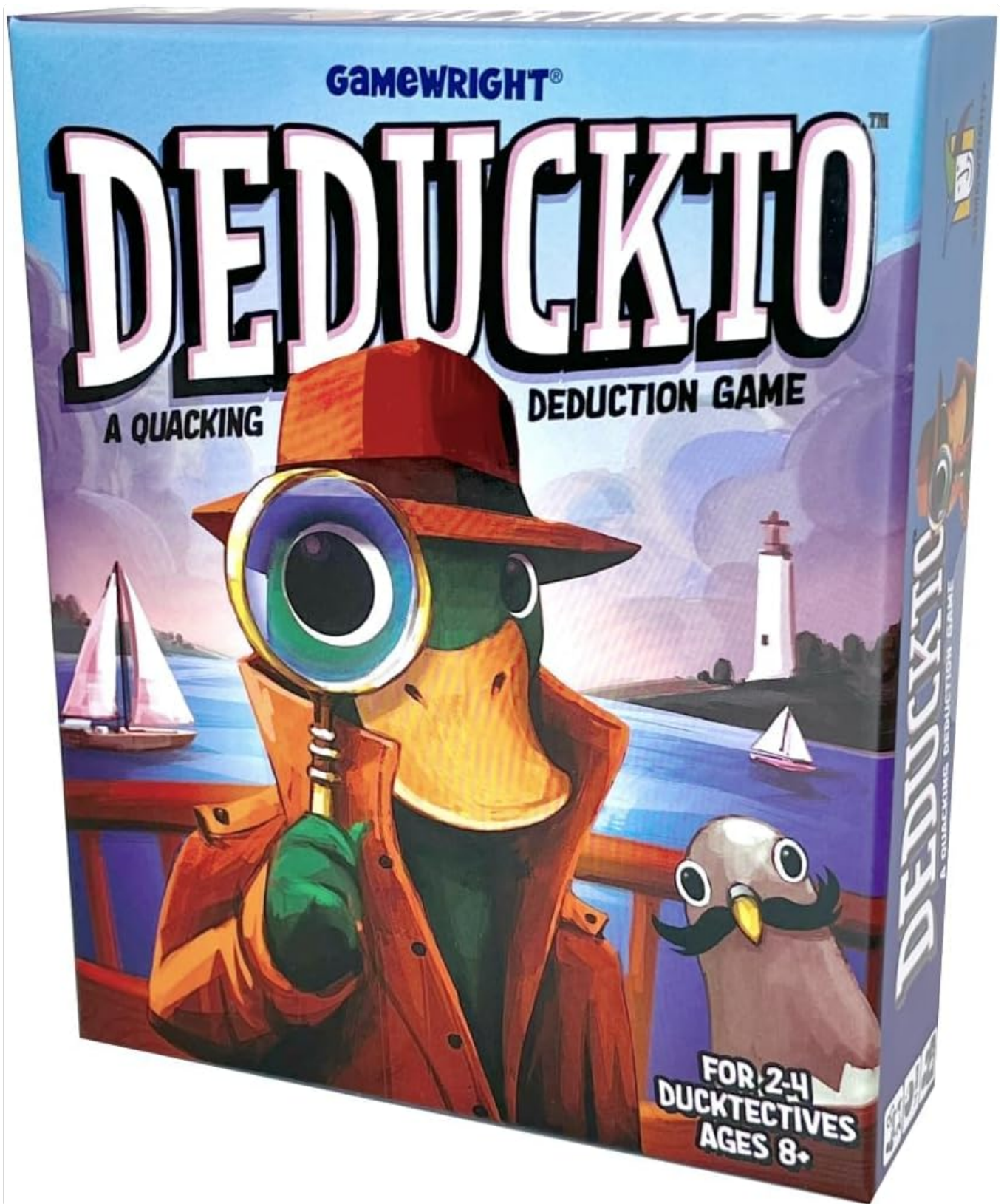


Image: The Deduckto game box, featuring a duck detective with a magnifying glass.

- Cards

The game primarily consists of a deck of cards featuring various animals, disguises, and locations.

GAME OBJECTIVE

The goal of Deduckto is to be the first player to correctly identify your own secret suspect card. Each secret suspect is defined by three characteristics: an animal, a disguise, and a location. Players use a process of elimination and strategic questioning to deduce their secret identity.



First to Guess Correct,
WINS!



Image: Game summary indicating 2-4 players, 15-minute playtime, ages 8+, and a lineup of animal characters.

SETUP

1. **Shuffle the Cards:** Thoroughly shuffle the entire deck of cards.
2. **Deal Secret Suspects:** Deal one card face down to each player. This is your secret suspect card. Do not look at it. Place it in front of you so that other players can see the back of the card, but you cannot see its face.
3. **Form Your Hand:** Deal an additional set of cards to each player to form their hand. The number of cards in hand may vary based on player count (e.g., 5-7 cards per player). These cards are visible to you and will be used for questioning.
4. **Remaining Cards:** Place the remaining cards in a draw pile in the center of the playing area.

Place any card from your deck to see if any of the characteristics match.



YES PILE



NO PILE

Continue Asking Questions Until You Have Enough Clues to Guess...

What Suspect You Are...

What Disguise You Are Wearing...

And What Location You Are In!

Your secret suspect!



You Are...

The Cat

In the Aquarium

wearing the Wig


You Can't Be...

1. The Pig
2. Wearing the Hat
3. Wearing the Bandana
4. At the Pier

Image: Illustration of game setup, showing a player's hand of cards and a secret suspect card placed face-out for other players to see.


Each card features an animal, a disguise, and a location. Your secret suspect card has one of each of these characteristics, and your goal is to determine what they are.

SUSPECTS




FRANNY PAULIE BRUNO DANTE PINKY CLYDE ROXY

DISGUISES



SUNGLASSES MUSTACHE HAT BANDANA WIG MONOCLE MASK

LOCATIONS



MOUNTAINS LIBRARY PIER PARK CITY AQUARIUM DESERT

Image: A visual guide to all possible suspects (Franny, Paulie, Bruno, Dante, Pinky, Clyde, Roxy), disguises (Sunglasses, Mustache, Hat, Bandana, Wig, Monocle, Mask), and locations (Mountains, Library, Pier, Park, City, Aquarium, Desert).

Players take turns asking questions and using the information to narrow down the possibilities for their secret suspect.

1. **Player's Turn:** On your turn, select one card from your hand. This card represents a specific animal, disguise, and location.
2. **Ask a Question:** Present the chosen card to another player and ask, "Does your secret suspect match any characteristic on this card?"
3. **Receive an Answer:** The other player must truthfully answer "Yes" or "No."
 - If "Yes": Your secret suspect shares at least one characteristic (animal, disguise, or location) with the card you presented.
 - If "No": Your secret suspect shares no characteristics with the card you presented.
4. **Discard the Card:** After receiving the answer, discard the card you used for questioning into one of two piles: a "Yes" pile or a "No" pile, corresponding to the answer received. This helps you keep track of information.

Show Players Cards from Your Deck and Find Out if there are Any Matches to Your Secret Suspect



Your secret suspect!



Your Secret
Suspect was
in the
Aquarium.

Image: An example of comparing two cards to find a match, indicating "Your Secret Suspect was in the Aquarium."

Use the information from the "Yes" and "No" piles to eliminate possibilities for your secret suspect. For example, if a card with a "Hat" is in your "No" pile, you know your suspect is not wearing a hat.



Image: Visual representation of "Yes Pile" and "No Pile" for organizing clues during deduction.

WINNING THE GAME

Once you believe you have enough information to identify your secret suspect, you may declare a guess on your turn instead of asking a question.

1. **Making a Guess:** State the animal, disguise, and location of your secret suspect. For example, "I believe my secret suspect is the Cat, in the Aquarium, wearing the Wig."
2. **Reveal Your Card:** Carefully pick up your secret suspect card and reveal it to all players.
3. **Check for Accuracy:** If your guess matches the revealed card exactly, you win the game!
4. **Incorrect Guess:** If your guess is incorrect, you are out of the current round. The game continues with the

remaining players.

When You have Enough Clues, Take a Guess!



You Are...

The Cat

In the Aquarium
Wearing the Wig

Image: A card showing a cat in an aquarium wearing a wig, next to text indicating a player's guess.

The first player to make a correct guess wins the game.

MAINTENANCE

To ensure the longevity of your Deduckto game, follow these simple maintenance guidelines:

- **Storage:** Store all cards and components in the original game box when not in use. Keep the box in a cool, dry place away from direct sunlight.
- **Cleaning:** If cards become dirty, gently wipe them with a dry, soft cloth. Avoid using liquids or abrasive cleaners, as these can damage the card material and printing.
- **Handling:** Handle cards with clean, dry hands to prevent oils and dirt from accumulating. Avoid bending or creasing the cards.

TROUBLESHOOTING

This section addresses common questions or issues that may arise during gameplay.

- **Difficulty for Younger Players:** The game is recommended for ages 8+. If younger players find it challenging, consider playing in teams or providing hints during their turn.
- **Lost Cards:** In case of lost cards, contact Gamewright customer support for potential replacement options.
- **Disputes over Answers:** All players must answer questions truthfully based on their secret suspect card. If a dispute arises, refer to the rules for clarification.

SPECIFICATIONS

Product Dimensions	4.8 x 5.8 x 1.5 inches
Item Weight	6.4 ounces
Model Number	262
Manufacturer Recommended Age	8 years and up
Language	English
Manufacturer	Gamewright
Release Date	September 18, 2023

SAFETY INFORMATION

No specific safety warnings are applicable for this product. As with all small game components, keep out of reach of very young children to prevent choking hazards.

WARRANTY AND SUPPORT


For questions regarding your Gamewright Deduckto game, including component replacement or rule clarifications, please visit the official Gamewright website or contact their customer support directly.


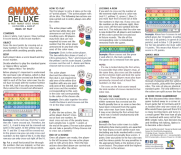


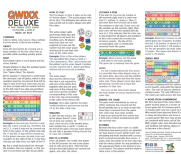
Gamewright Official Website: www.gamewright.com



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	<p>Sleeping Queens Card Game Rules and Instructions</p> <p>Official rules for the Sleeping Queens card game by Gamewright. Learn how to play, set up the game, understand card actions, special queen powers, and how to win. This guide provides a comprehensive overview for players.</p>
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