

Delivery DUCK

RULEBOOK



ClueJar

You're a duck, in a truck, delivering stuff...
 unfortunately ducks aren't very good at deliveries.

Cargo falls off your vehicle and other players will try to slow you down and steal your stuff! Delivery Duck is a strategic family game for 2 to 6 players.



2-6



10+



**15' PER
 PLAYER**

COMPONENTS

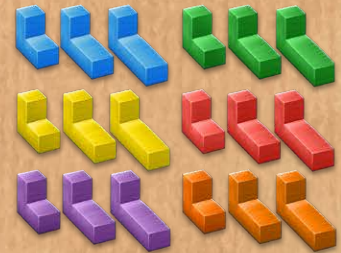
12 X TERRAIN TILES



20 X VICTORY POINTS



18 X VEHICLES



16 X UPGRADES



6 X DEPO TILES



50 X DUCK DOLLARS



42 X CRATES



1 X Die



18 X BARRELS



12 X WHALES



42 X CARGO CARDS



18 X VEHICLE CARDS



6 X REFERENCE CARDS



42 X ACTION CARDS



SETUP



1. Each player picks their player color.
2. Place the Depo Tiles and join them together in any order. The depo of the player's color becomes their starting depo.
3. Randomly place **12** Terrain Tiles inside the space created by the Depo Tiles. Do not place more than **3** Risky Roads.
4. Each player places a Truck piece on the Terrain Tile next to their starting depo.
5. Place the vehicle cards next to the board as a face-up deck for each vehicle. A Truck card is given to each player.
6. Shuffle the Action Cards and deal **3** to each player. Place the the rest face-down in a draw pile.
7. Shuffle the Cargo Cards and place them face-down next to the board in a draw pile.
8. Each player draws a Cargo Card and places its cargo on the board.

EACH PLAYER STARTS WITH:

- 1** Truck Piece **1** Truck Card **3** Action Cards **1** Reference Card.

OVERVIEW

GOAL

The objective of Delivery Duck is to deliver cargo. Cargo will appear at depots located around the board and your goal is to deliver the cargo to its destination depot in as few moves as possible. Cargo is placed at depots via Cargo Cards. A player moves their vehicle to a depot, picks up cargo, then delivers the cargo to the depot that is the same color as the cargo.

Victory Points and Duck Dollars are gained for each cargo delivered.

The first player to reach **10** Victory Points wins the game!

THE BOARD

The board is made up of **12** Terrain Tiles and **6** Depot Tiles. Each terrain tile is **1** space. Depots are located around the board. The depot tiles are not considered spaces and picking up and dropping off cargo to a depot is a free action. Each player starts at the depot of their player color but can pick up and deliver cargo to any depot.



CARGO

There are **3** types of cargo; Crates, Barrels and Whales. Crates are the most plentiful while barrels and whales are rare and worth more when delivered. Whales are worth the most Duck Dollars and Victory Points, and are also used by Trebuchets as a counterweight.



MOVEMENT

This is where the game gets interesting! There is a road running around the outside edge of the board but this is not always the best way to get to your destination. You can go the long way via the road around the edge, or you can shortcut through the middle of the board. However taking a shortcut involves risk!





ACTIONS

ON TURN

At the beginning of your turn you must always:

1. PLACE CARGO (mandatory)

Pick up **1** Cargo Card. The top half of the card shows the type and quantity of cargo. The bottom half shows which depo to place this cargo at (See **Cargo**).

Then you can do these actions in any order and any amount of times if you meet the criteria:

2. MOVE VEHICLE

Move your vehicle from one space to the other. You can move to the space either side of you or take a shortcut to any other space (See **Movement**).

3. PICK UP CARGO

Pick up cargo if your vehicle is at a space where there is cargo to be collected (See **Cargo**).

4. DROP OFF CARGO

Drop off cargo at any depo (See **Making a delivery** in **Cargo**).

5. BUY VEHICLE

You can change your vehicle at the start or end of your turn. Pay the cost of the new vehicle then replace your vehicle piece and vehicle card with that of the new vehicle's. Upgrades are transferred to the new vehicle if the new vehicle supports them.

6. BUY UPGRADE

Buy an upgrade for your vehicle (See **Upgrades**).

ANY TIME

You can perform these actions at any time on your turn or someone elses:

7. PLAY ACTION CARD

Play one or more action cards from your hand (See **Action Cards**).

8. BUY ACTION CARD

Buy a random action card from the top of the action card deck (See **Action Cards**).

CARGO

Each type of cargo is worth a certain amount of Duck Dollars and Victory Points upon delivery.

- **UNITS:** The amount of space each cargo takes up. Each vehicle has a different cargo capacity.

CRATE



=



UNITS: 1

BARREL



=



UNITS: 1

WHALE



=



UNITS: 2

PLACING CARGO

Cargo Cards determine the type of cargo and where it spawns.

STEP 1. Pick up a cargo card from the face-down deck. In the example **1** red whale and **1** red crate need to be delivered. Pick up the corresponding cargo pieces from the pool.

STEP 2. Place the cargo pieces on the depo shown at the bottom of the card. In the example the red whale and red crate are placed on the purple depo.

STEP 1



STEP 2



MAKING A DELIVERY

Cargo is picked up from the depo where it appears and is delivered to the depo matching the color of the cargo. Once cargo is delivered it is returned to the pool and you collect your reward. If the cargo's color doesn't match the depo then you don't get the reward.

MOVEMENT

SHORTCUTS

Shortcuts let you move through the middle of the board and deliver cargo in less moves. Risky Road, Country Road and Mountain Pass terrain tiles are shortcuts. You may shortcut from one type of shortcut to another. Moving via a shortcut is counted as **1** move.

RISKY ROAD



- The simplest shortcut.
- Can be used by all vehicles.

MOUNTAIN PASS



- Subtracts **-1** from your die roll.
- Can be used by all vehicles.

COUNTRY ROAD



- Can only be used by the Tractor.
- Adds **+1** to your die roll.

TAKING A SHORTCUT WITH CARGO

If your vehicle isn't carrying cargo then you can move through shortcuts with no risk. However if you're carrying cargo then you risk it falling off your vehicle. You must roll a die to see if you lose any cargo. The number on the die result must be equal to or higher than the amount of spaces you have bypassed. Count how many spaces it would have taken to go along the outside road. The die result must be equal to or greater than this number.

If the die roll is not high enough then the vehicle ends up at the destination space, while the cargo remains at the starting space. If the vehicle has any moves left then it can continue moving. You can also go back to the space with the cargo and try the shortcut again.

EXAMPLE

Your truck has picked up a yellow crate at the orange depo and needs to deliver it to the yellow depo.

If the truck takes the long way via the road around the board it will take **4** moves to get to the yellow depo.

If the truck moves via the shortcuts (**2** risky roads) then it will only take **1** move. However there is a chance that your cargo will fall off when taking a shortcut. You must roll a die result equal to or greater than the number of moves it would have taken to go the long way.

In this example you need to roll a **4** or higher on the die. You roll a **5**. The truck ends up at the yellow depo with the yellow crate still on the vehicle. You can deliver the crate as a free action.



DETOURS

Detours affect movement around the outside road of the board. They force vehicles to find another way to get to their destination. The River and Pond terrain tiles are detours.

RIVER

STOPS VEHICLES USING THE OUTSIDE ROAD.

You can still pick up and drop off cargo at a depo next to a river tile, but you can't move from one side of the river to the other.



POND

ENDS YOUR TURN UPON ENTRY.

Once you enter this space your turn ends. If you start your turn on a Pond then you are free to move on.



VEHICLES

Vehicles deliver cargo to depots. Each vehicle piece has a corresponding vehicle card that you keep next to you. Each vehicle has a certain amount of moves per turn. You can only have **1** vehicle but you can change your vehicle (See **Buy Vehicle** in **Actions**).

- **MOVES:** The amount of spaces your vehicle can move through on your turn.
- **CARGO:** The types of cargo that a vehicle can carry.
- **UNITS:** The units of cargo that a vehicle can carry.



TRUCK

SPECIAL ABILITY: MOST MOVES

The Truck has the most moves but the least cargo capacity.

MOVES: 3 | CARGO: CRATES, BARRELS | UNITS: 1



TRACTOR

SPECIAL ABILITY: COUNTRY ROADS

Only the Tractor can take a shortcut via the Country Road terrain tile. When you take this shortcut with cargo, **+1** is added to your die roll.

MOVES: 2 | CARGO: CRATES, BARRELS, WHALES | UNITS: 2



TREBUCHET

SPECIAL ABILITY: SHOOTING CARGO

The Trebuchet can shoot cargo across the board using the Shot action (See **Shooting cargo with the trebuchet**). A whale is required to use the shot action. The whale is placed on the vehicle as cargo and can still be delivered or stolen.

MOVES: 2 | CARGO: CRATES, BARRELS, WHALES | UNITS: 3



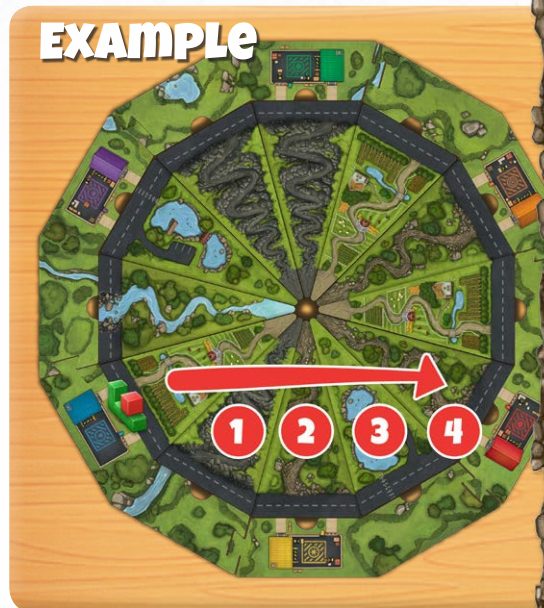
SHOOTING CARGO WITH THE TREBUCHET

State your intended destination space and what cargo you would like to shoot there. You can shoot **1** cargo piece at a time. Count how many spaces away the destination space is from your trebuchet, then roll the die and hope to get a result equal to or higher than this number. This mechanic is just like *Taking a shortcut with cargo* except that you're shooting a cargo piece instead of moving a vehicle and its cargo.

If the die result is lower than needed then the trebuchet undershoots and the cargo is placed the same number of spaces away as the die result. If the die result is equal to or higher than needed then the cargo is delivered to the depo next to the destination space.

EXAMPLE

Your trebuchet at the blue depo needs to shoot **1** red crate to the red depo. You say that you want to shoot to the red depo and count that it's **4** spaces away. You roll the die hoping to get a **4** or higher. You roll a **3**. Your trebuchet undershoots and the cargo lands **3** spaces away on the pond terrain tile.



UPGRADES

All upgrades cost **\$2** and permanently affect your vehicle. Once you buy an upgrade, place the corresponding Upgrade Token on your vehicle's card. The upgrade takes effect immediately. You are only allowed to buy an upgrade if your vehicle supports it (shown on the vehicle's card).

+1 MOVE



Add **+1** move to your vehicle. Immediate effect.

+1 DIE ROLL



Add **+1** to your die roll when taking a shortcut.

+1 CARGO



Add **+1** unit of cargo capacity to your vehicle.

ACTION CARDS

Action Cards cost **\$1**. You are limited to **5** in your hand. A card is played once then placed in a discard pile. You can buy and play action cards anytime as long as the card's conditions are met:

- **ANYTIME:** Can be played on your turn or anyone else's.
- **ON TURN:** Can only be played on your turn.
- **BEFORE ROLL:** Played before you roll the die.

BUILD

Flip over any terrain tile on the board. Any vehicles and cargo on the space are placed back.



NEW TIRES

Add **+1** to your die roll when taking shortcuts. Must be played before you roll.



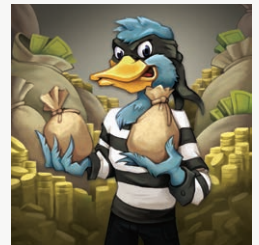
IMPORT TAX

On a player's delivery take **\$1** from them.



THIEF

Steal any amount of cargo from another vehicle if your vehicle is in the same space.



SUPER FUEL

Give any vehicle **+2** moves this turn.



SUSPENSION

Add **+3** to your die roll when taking shortcuts. Must be played before you roll.



TURTLE TRUCK

Take **-1** move away from any vehicle. Limit of **1** per vehicle at a time.



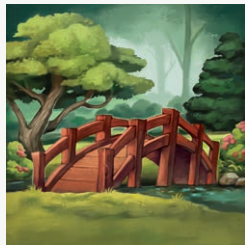
TOW TRUCK

Move any empty vehicle to any space.



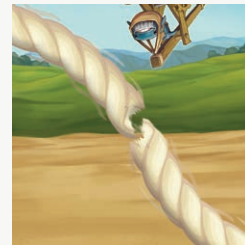
BUILD A BRIDGE...

Treat a river terrain tile as if there was no river there. Still takes **1** move to enter the tile and **1** move to exit.



SABOTAGE

Take **-1** shot action away from any Trebuchet. Limit of **1** per vehicle at a time.



CREDITS

DESIGNER: Maedi Prichard

ARTISTS: Joshua Wright, Elisa Tamagnoli.

PLAYTESTERS

Brent Watkinson, Chris Menezies, Christine Chiavassa, Glen Mackintosh, Kaplan Prichard, Jack O'Sullivan, James G Warren, Jon Bronston, Josh Graham, Liam Donnelly, Seffe Prichard, Steve Walters, Tayela Prichard, Tessa Groenewold, Tim Clark, Wendy Wang, Zac Dean.

EDITOR: Patricia Mackenzie.

SPECIAL THANKS

Wendy Wang for her optimism. I would have given up a few times without you.

Anne and David Prichard for the family holiday where this game was born. I have fond memories of doing nothing but creating.

Thank you to Kaplan for believing in the duck and your lovely drawing.

SEE ALSO

CLUEJAR

For latest rules and more games that think outside the jar visit www.cluejar.com



DELIVERY DUCK: THE MOBILE GAME

Check out www.cluejar.com/delivery-duck-mobile for the mobile game. Same great duck, different game mechanics. It's a **2D** physics based game where you deliver crates, grand pianos, whales and even the Titanic (**YES!**).

