

For 2 to 4 Players/AGES 3 and Up

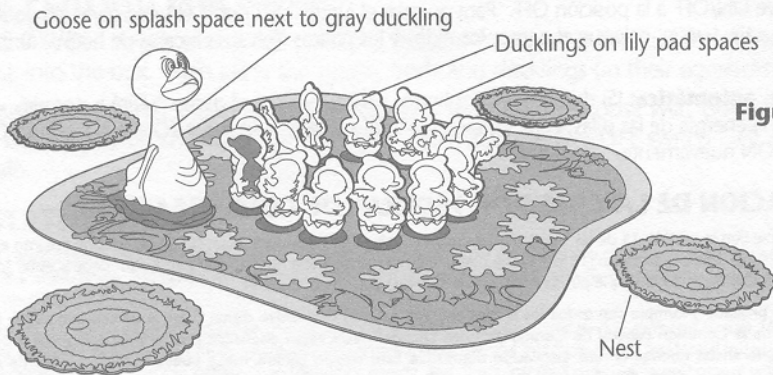


**DUCK, DUCK, GOOSE! DUCK, DUCK, GOOSE! ALL THE LITTLE DUCKIES ARE ON THE LOOSE!  
GATHER THEM ALL AS FAST AS YOU CAN, AND PUT THEM IN THEIR NESTS AGAIN!**

## CONTENTS

• Electronic talking goose • 14 Duckling pawns • 13 Wobbly "eggshell" stands • Duck pond gameboard • 4 Nests • Label sheet

Figure 1 shows a 4-player game set up and ready to play. Refer to it as you set up your own game.



**Figure 1**

## THE FIRST TIME YOU PLAY

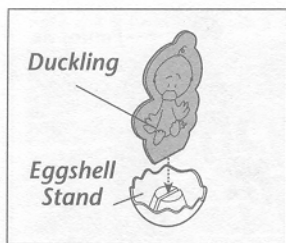
Remove the game parts from their plastic wrapping, and discard the wrapping.

**Insert the batteries:** Loosen the screw on the battery compartment (located underneath the goose) and remove the door. Insert 3 AAA-size batteries (we recommend alkaline) in the battery compartment, making sure to match the + and - symbols with the markings in the plastic. Then replace the door and tighten the screw.

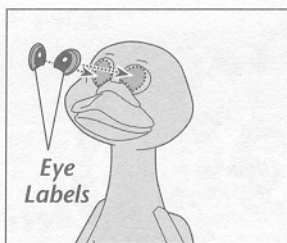


### CAUTION:

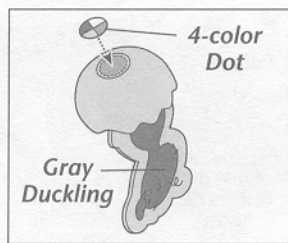
- 1) As with all small batteries, the batteries used with this game should be kept away from small children, who still put things in their mouths. If they are swallowed, promptly see a doctor and have the doctor telephone 202-625-3333 collect.
- 2) Make sure the batteries are inserted correctly and follow the game and battery manufacturers' instructions.
- 3) Do not mix old and new batteries, or alkaline, standard (carbon-zinc), or rechargeable (nickel-cadmium) batteries.



**Figure 2**



**Figure 3**



**Figure 4**

**Free the ducklings:** Carefully detach the 14 duckling pawns and 4 nests from the cardboard sheet. Discard the waste. *Note:* You only need 13 ducklings to play the game. Pick any duckling (except for the gray one) and save it in case you need a replacement.

Fit each duckling into an eggshell stand (see Figure 2).

**Label the goose's eyes:** Carefully apply the 2 eye labels to the goose. See Figure 3.

**Label the ducklings:** Carefully apply the 4-color dot to the bottom of the gray duckling's eggshell. See Figure 4. Then apply one dot of any color (red green, blue or yellow) to the bottom of every other duckling's eggshell.

## LET'S GET READY!

Figure 1, on the cover, shows a game that's all set up and ready to play! Take a look at it as you set up your own game.

1. Place the duck pond gameboard on a hard, flat surface in the middle of the play area.
2. Take a nest and place it in front of you. All players do the same. Place any unused nests out of play. Notice that your nest has 3 colored dots. During the game, you'll be trying to find ducklings with dots that match the color of the dots in your nest.
3. Place one duckling on each lily pad space. It doesn't matter which duckling sits on which lily pad.
4. Place the goose on the splash space that's next to the gray duckling.

## LET'S PLAY!

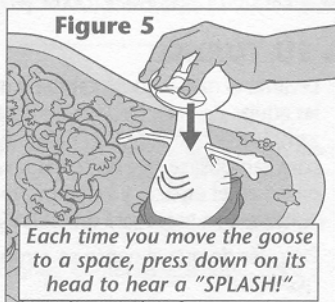
**Your Object:** Find 3 ducklings that match the 3 colored dots in your nest. Fill your nest first to win!

The youngest player goes first. Play then passes to the left.

Turn the ON/OFF switch (on the bottom of the goose) to the ON position. After you hear the Duck, Duck, Goose song, the goose is ready to play!

## ON YOUR TURN

1. Lift the goose by its head, then move it clockwise to the next splash space with a duckling beside it. (Skip over any splash space that has no duckling beside it.) Put the goose on the space, then press down on its head. Its wings will flap, and you'll hear a SPLASH! See Figure 5.
2. After the goose goes SPLASH!, it will say either "DUCK!" or "GOOSE!"



**DUCK!** If the goose says "DUCK!", your turn continues. Move the goose to the next splash space with a duckling beside it, and press down on its head until you hear SPLASH!

**GOOSE!** If the goose says, "GOOSE!", leave it on its splash space. Then take the duckling from the lily pad next to the goose. Look underneath the duckling's eggshell to see the color of the dot, and show it to the other players.

- If the duckling's dot color matches an empty dot in your nest, place the duckling on that dot. (The gray duckling's 4-color dot matches *any* empty dot in your nest!) Now it's the next player's turn!
- If the duckling's dot color does *not* match an empty dot in your nest, return the duckling to its lily pad. Now it's the next player's turn!

## HOW TO WIN

Keep playing until one player has placed 3 ducklings in his or her nest. That lucky duck wins the game! Press down on the goose's tail to hear it congratulate the winner and sing the Duck, Duck, Goose song!

## READY TO PLAY AGAIN?

Just press the goose's head or tail to start a whole new game!

## DONE PLAYING FOR NOW?

Slide the ON/OFF switch to the OFF position. To store your game, just fold the gameboard to fit it back into the box. Then place the goose, nests and ducklings (in their eggshells) on top.

**Automatic shutoff:** If there's no action for a few minutes, the goose will "go to sleep," to save battery power. To "wake up" the goose, just slide the ON/OFF switch OFF, then ON again.

## FCC STATEMENT

This game complies with part 15 of the FCC rules. Operation is subject to the following two conditions: (1) This game may not cause harmful interference, and (2) this game must accept any interference received, including any interference that may cause undesired operation.

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses, and can radiate radio frequency energy, and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Consult the dealer or an experienced radio/TV technician for help.

We will be happy to hear your questions or comments about this game. Write to: Hasbro Games, Consumer Affairs Dept., P.O. Box 200, Pawtucket, RI 02862. Tel: 888-836-7025 (toll-free). Canadian consumers please write to: Hasbro Canada Corporation, 2350 de la Province, Longueuil, QC Canada, J4G 1G2

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