

PARTY FOWL

THE GAME
OF DRUNK
DUCKS



Win Conditions

The game ends immediately if a player reaches 21 points (it's cool to be a legal drinking age; unforgivably uncool to be under it). The game also ends if either the Party or Keg Deck runs out. When the last card is drawn, the coolest duck at the end of that turn (e.g. the player with the highest score) wins.

Watch the Game Played Here!



https://youtu.be/ju8a919ou_i

Set-up

1. Everyone takes a player mat, plus its matching duck and tokens.
2. Place the Kitchen tile in the center of the table. Set the remaining room tiles aside.
3. Shuffle the Keg Deck and place it face down in its designated space in the Kitchen.
4. Shuffle the Party Deck, deal five party cards to each player and place the Party Deck face down near the play area. Each player can now look at their hand.
5. The last player to party goes first; if everyone partied, the first player to finish their drink goes first.
6. The first player looks through the remaining room tiles, selects a tile, and places it next to the Kitchen, connecting a door from the new tile to a door on the Kitchen tile.
7. Go around the table, picking and placing room tiles until the stack is depleted. **Tile placement note:** *A tile placement is legal so long as one door connects to another room. Once a room has one way in/out, other doors may open up to nowhere or into the solid walls of other rooms. Ducks...aren't great at architecture, okay?*
8. When the next player can't place a tile (because the pile is depleted), that player is the first to play cards.

4 Player Set-up



How to Play

REMEMBER: EVERYTHING BEATS BOOK

If a card or room power contradicts a rule in the booklet, go with the rule written on the card or room tile.

TURN ORDER

Turns have three phases

1. **Powers Phase:** Before taking any Quacktions, tally up any any Powers granted by rooms the player controls. Powers that add Quacktions are used in the Quacktion phase and must match the type listed on the power.
2. **Quacktions Phase:** Any combination of the three standard Quacktions (Draw, Move, Play), are carried out within rooms of the house. Any Quacktions a player has gained by controlling rooms or added through the use of Freebies are also used in this phase.
3. **End Phase:** When Quacktions are exhausted, unwanted, and/or the player has no more Freebies they wish to play, the turn ends and the next player begins.

When every player at the table has had one turn, that's one "round."

QUACKTIONS

Players start with three available Quacktions: Draw, Move, and Play. Players can use them in any combination and in any order. A player could, for example, use three Draw Quacktions on their turn. Or, a player could Draw, then Move, and then Play.

- **"Draw"** pulls the top card from the Party Deck, or the Keg Deck if the player's duck is in the Kitchen.
- **"Move"** allows a player to move their duck into a connected room through an adjoining door.
- **"Play"** allows a player to take a card from their hand and put it into play: revealing it to the table, performing its action, and scoring its points.

DRAWING CARDS

Drawing cards from any deck uses a Draw Quacktion.

Players may draw from the **Party Deck anywhere in the house.**

Players may draw from the **Keg Deck only in the Kitchen.**

MOVING

Moving a duck standee from one room to another costs a Quacktion. **The two rooms must share adjoining doors.**

The placement of a duck standee determines what cards can be played and the use of some room powers.



PLAYING CARDS

The Party Deck

The Party Deck contains three types of cards: Conversation, Fouls, and Freebies

Conversation Cards and Fouls **require a Play Quacktion to use**. Freebies don't require Play Quacktions to use.



Conversation



Foul



Freebie

Conversation Cards: Conversation cards are the primary means by which players score points. **The number in the corner adds that many points to a player's total score. Conversation cards can only be played if the duck is standing in the room matching its conversation symbol** and has a Quacktion available.

Stack conversation cards in columns organized by their type so all numbers are visible and the topmost card is the most recently played. Remember: a Conversation Card can't be added to the stack unless the duck expends a Play Quacktion in the room where that conversation scores.

Fouls: Cards with a 0 in the corner are Fouls. Fouls cost a "Play" Quacktion and slide over the top of another player's conversation card to reduce the points to zero.



Conversation card stack



Foul card negating 2 point Games card.

FOUL RESTRICTIONS

Players must be in the same room to play Fouls on each other.

Fouls may only be played on the topmost card in any conversation.

The individual conversation card covered by a Foul has its points reduced to zero while it is covered. This also negates the points of any Drinks attached to it. However, cards further up the stack stay on the scoreboard.

Playing additional Conversation cards on top of a foul "locks" it in place. Fouls may only be discarded using a Play Quacktion in the bathroom (see "Scorekeeping" rules) if they are the topmost card in a conversation.



Freebies: Cards with an F in the corner are “Freebies.” Playing these cards does not require a “Play” Quackction, they can be played in any room, and they can be played at anytime during your turn.

The Keg Deck

In the Keg Deck, there are two types of cards: Freebies and Drinks. **Nothing in the Keg Deck requires a Play Quackction to use.**

Freebies from the Keg Deck work in the same way as those from the Party Deck (see “Freebies”). Drinks work a little differently.

Drinks: Drink cards, which feature a X2 multiplier in the corner, **can only be played at the same time as a Conversation card.** They slide on top of the conversation card, attach to it, and double the point value.



Freebie



Drink

Playing a Drink card does not require an additional “Play” Quackction, but **Drink cards must be played at the same time as the Conversation card they modify.** They cannot be retroactively added to a card already in play. Only one Drink card can be played on a given Conversation

Hand Limit

No more than seven cards in your hand at any time, regardless of type.

ROOM POWERS

The duck with the highest score in a room's conversation type controls the room's power.



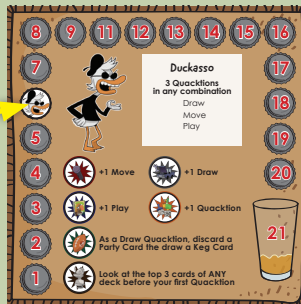
Powers have a one-turn delay. Players may only use room powers they started their turns with, not powers gained as a result of that turn's Quacktions.

No one wins in the event of a tie. If two players have the same points in a conversation, no one gets the power until the tie is broken.

Powers may be used at any point during a player's turn, unless otherwise stated.

Scorekeeping

When you score points with Conversation cards, place one of your duck face tokens on your mat's score track. Continue to use that duck face to keep track of your score throughout the game.



After moving your score marker, place a duck face token on any room in which you have the majority of points. The duck face token reminds everyone that you now “control” that room. On future turns (but not the one on which you attain the Power), that Power will influence the Quacktions you can take.

If you get fouled and lose points, reduce your score along the scoring track.

Check to see if you lost a room power as a result of the foul and, if you have, remove your duck face token from that room tile. The new player with the high score in that room places their duck face token on that room tile and will, on their next turn, have access to that Power.

You may use the Bathroom to remove Fouls. If your duck is in the bathroom, you can spend any number of “Play” Quacktions to remove an equal number of Fouls covering up your cards. If you remove a Foul, adjust your score to reflect the points you’re getting back and check to see if room control has changed. If it does, swap duck face tokens on rooms and access Powers accordingly.

First player with 21 points wins. If either deck is exhausted, the player with the highest score wins.



Variant Rules

GOSSIP VARIANT

The Gossip Rule allows any player in the game to play Fouls on players that are in the Kitchen or Bathroom, regardless of where their duck stands. When players go to the Bathroom or refill their beer in the Kitchen, their friends gain the ability to talk behind their backs. This means players do not always have to have ducks in the same room in order to attack with Fouls. Players in the Kitchen and Bathroom can be targeted with Fouls; they can't launch Fouls at anyone else outside their current room.

FIVE-PLAYER VARIANT

If playing a game with five, reshuffle and reuse the discard pile to reform the Party Deck if it runs out. If the party deck runs out again, end the game normally. Exhausting the Keg Deck still ends the game normally.

Tricky Rules

Preening in the bathroom can discard fouls or be used to replace any number of cards from your hand with new ones from the Party deck by using a single Draw Quacktion.

Ducks must share a room to play Fouls on each other (except in the Gossip Variant).

You can only Foul the topmost card in a conversation. You cannot Foul cards deeper in the stack. Playing conversation cards on top of Fouls locks them in place and disables preening for that Foul.

You can't use a Drink on a Conversation card already in play. It needs to be played at the same time as the Conversation card it modifies.

Freebies can be used at any time during a turn, even if you're out of Quacktions. Turns don't end until you allow play to pass to the next player.

Components

8 Room Tiles



8 Player Boards



74 Party Cards



56 Duck Tokens



40 Keg Cards



8 Duck Standees



DISCLAIMER

Party Fowl: The Game of Drunk Ducks is...a game about drunk ducks. Don't read more into it. Nothing about the depiction of inebriated, anthropomorphized waterfowl suggests the endorsement of real-world behaviors.

Only people of legal age should drink alcoholic beverages.
Don't drink to excess.
Don't drink and drive.