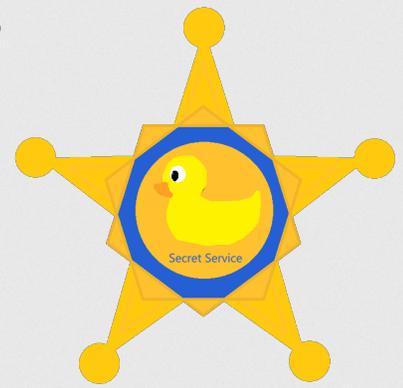


# MR. PRESIDENT DUCK! - RULES

██████████  
████████████████████  
14 E. JACKSON BLVD.  
CHICAGO, IL 60604

PLAYER COUNT: 4-8  
EST. PLAY TIME: 30+ MINUTES  
AGES: 14+



Dear ██████████,

We are pleased to offer you the full time position of Secret Service for Mr. President at the Department of Quackidency for the Yellow House in the United Fowls of Billmerica. Your start date is ██████████.

As part of the Secret Service, you will be required to protect Mr. President and target any Gooseassins that make an attempt on Mr. President's life. However, due to unforeseen circumstances, the Gooseassin is already among us. Because of this, all deadly weapons have been locked away and ID cards must remain hidden at all times.

While you may not know who exactly you are targeting, we trust that you will make your best (and funniest) judgment. And if the Gooseassin is reading this, we will find you.

The back of this letter contains specific instructions on your daily tasks. Components that will aid you in your position are attached to this letter. Welcome to the Secret Service, agent.

Sincerely,

The Department of Quackidency Duck Resource Diretors and Game Developers:  
Agent Ziyi Wu - Lead Game Designer  
Agent Bradley Estacio - Graphic Designer  
Agent Sam Evans-Golden - Artist

## COMPONENTS

- 1 Copy of the Rules (this document)
- 36 Role Cards (1 Mr. President, 1 Gooseassin, 34 Secret Service)
- 54 Item Cards

## SETUP

Before starting your first mission, complete the following procedures:

1. Take the Mr. President and Gooseassin Role cards out of the Role deck. Shuffle all remaining Secret Service Role cards.
2. The last player that saw a duck starts with the Mr. President Role card face up in front of them.
3. Shuffle all Item cards to form the Item deck.

# HOW TO PLAY

1. Mr. President takes the Gooseassin Role card and draws Secret Service Role cards equal to the number of players minus 2. (On subsequent rounds, if there are not enough Role cards left, reshuffle any discarded Secret Service Role cards.)
2. Mr. President shuffles these Role cards, then deals a card to all other players face down. These players must keep their Roles and traits hidden.
3. Each player draws 2 Item cards from the Item deck. If the Item deck runs out, reshuffle any discarded Item cards.
4. Draw Item cards equal to the number of players. Place them face up in the middle of the play area to form the Item pool.
5. Mr. President sets the scene, stating details such as where they are or what event is taking place. It is up to Mr. President's discretion on how descriptive they want to be when setting the scene. For example, the players could be at a banquet in the Yellow House's new ballroom at night, or at a matinee for a piano recital.
6. All players now have the option to trade one of their held Items with one from the Item pool, all at once.
7. Starting with the player to Mr. President's left and going around clockwise, each player describes how they "attack" a player of their choice in the funniest way they can. Players must act in accordance with their trait and use both of their Item cards.
8. After Mr. President "attacks", everyone simultaneously votes by pointing at the player with the funniest "attack". Players may not point at themselves. The player with the most votes wins the round. Mr. President breaks ties.
9. Players reveal their Roles. The winner earns points based on their Role and their target's Role. They get 1 point, plus an additional point if they were Mr. President or the Secret Service "attacking" the Gooseassin, or the Gooseassin "attacking" Mr. President. The winner keeps their Items to track points. If they earn one point, they may keep either card. These Items are placed face down in front of the player and cannot be used in future "attacks".
10. Discard used Items, the Item pool, and Secret Service cards. Mr. President passes the Role card to their right. Go back to Step 1 and repeat play until each player has become Mr. President once, or keep going until all players agree to impeach Mr. President. At that point the game ends. The player with the most points wins Agent of the Year. Ties can be broken with infighting and bickering.

SPECIAL THANKS TO THE FOLLOWING HONORED SECRET SERVICE AGENTS: Richard Wetzell, Valorie Rimmer, Wellington Owen, Kai Hakomori, Alexej Hrajnaha, Pradyumna Tallapragada, Joshua Pickman, José Feliciano, Eshan Divecha, Soham Kumai, Sana Afreen, Vaughn Soludczyk, Lavanya Chetal, Aqeel Akbari, Ralphia Daniels, and all the ducks out there