

Duckler Escape – Game rules

Game Object:

In a world where creatures are invading the duck realm, destroying the duck tribe's terrain, leader of the duck implements the idea to withdraw from the Duck town. You are the leader and it is your responsibility **to make a decision** to **dodge** dangers and escape from the polluted world.

Rules:

1. There are total 36 rounds. Each round lasts 10 seconds.
2. You have 4 options every round: Purify(eat), Ignore, Save(Eat), Nothing(Eat).

- Purify: You can make the HP Effect of the food to 0.

Example))

Banana: +2 => Purify => Banana: +0

*Purify **can't** cure disease effect.

- Ignore: You can ignore the food but **lose 3 HP** in return.

Example))

Banana: +2 => Ignore => lose 3HP

- Save: You can save food on the storage. The saved food will be eaten when you save another food to your storage.

Example))

Storage: Noodle: +2, no effect

Banana: +2 => Save => Storage: Banana: +2 => Eat(Noodle: +2)

- Nothing(Eat): You eat food and get its effect as it is.

Example))

Banana: +2 => Nothing(Eat) => Banana: +2

3. There are 2 diseases: Malaria, Bilharzia.

- Malaria: lose 1 HP every round
- Bilharzia: lose 2 HP every round.

(When you get infected by following diseases, you can get cured by eating the food that has cure effect)

4. You can't use Purify 2 straight times. You can use purify again when you use either ignore or save. Nothing(Eat) will not bring the purify back.
5. When you use Ignore twice(not straight), Ignore will be gone. To use ignore, you have to use either Purify or save.