

Ducks

Donald, Daisy, Huey, Dewey, and Louie are resting in their backyard. You are encouraged to play along as them. Should you not have enough players, you may use ducks instead.



Backstory

Huey: "You know what we need in this backyard? A pool. That would be perfect!"

Donald: "Did somebody say pool? I love pool! In fact, I have a surprise for all of us . . . look!"

Louie: "Uncle Donald . . . that's a pool *table*."

Donald: "Yes! Isn't it amazing? Let's play!"

Daisy: "What are we playing, Donald?"

Donald: "Eight-ball! Weirdly enough we have sixteen balls, but we don't need the striped balls, do we, Dewey?"

Dewey: "You know I hate that."

Huey: "Uncle, you're quacking me up! It's eight-ball pool, we just need eight balls and a white cue ball!"

Rules

Donald: "Alright, let's see. Eight-ball pool is a game for two teams."

Louie: "Huey, Dewey, and I are a team!"

Donald: "Teams take turns, and the ducks on a team cycle through who gets to play the next turn so everyone gets a chance."

Huey: "So, Uncle Donald is first, then me, then Aunt Daisy, then Dewey, then back to Uncle Donald. . . ."

Donald: "Exquackly. Each turn can end in one of three ways: a Sink, a Foul, or a Special Ability."

- **Sink:** Remove the ball from the table and add its point value to the team's total. The turn ends.
- **Foul:** Receive an immediate -2 penalty to the team's total, though the total can never go below 0. The turn ends.
- Each duck has a **Special Ability:**
 - **Donald:** Stare really, really hard at the ball. The turn ends.
 - **Daisy:** Add the ball's point value to the team's total. The turn ends.
 - **Huey:** Remove the ball from the table and add double its point value to the team's total. The turn ends.
 - **Dewey:** Skip ahead to another duck on the same team and let them have the turn. The team order then continues from the chosen duck.
 - **Louie:** Mimic and use the special ability that was most recently used.

Dewey: "This is so complicated! It's like a really hard puzzle!"

Louie: "We probably just need to be very careful and follow all the instructions exactly."



Ducks

Now, let's play! Here are the turns. . . .



1. "Look at me, I'm good at this game! I love it!" The duck hits the cue ball very lightly, but miraculously the ball with the lowest point value on the table sinks. "I did it!"
2. "Whatever you can do, I can do better!" The duck aims for the ball with the highest point value on the table, but fails comically. It's a foul!
3. "I'm definitely not going to try and embarrass myself like that." The duck picks the ball with the highest point value on the table and uses their special ability on it.
4. "Your turn was unfortunate. Here, have another try!" The duck uses their special ability to give Huey another chance. Huey uses his special ability on the ball with the highest point value on the table.
5. "I can do that!" The duck uses their special ability on the ball with the highest point value on the table.
6. "What happened to playing the game?" The duck stares at everyone else at the table, and coolly aims for the red ball. It sinks!
7. "I'm playing." The duck stares intensely at the blue ball. They aim, but commit a foul. "Aww, shucks!"
8. "Watch!" The duck stares even more intensely at the blue ball. A special ability was used on it!
9. "Well done! Here I go!" The duck closes their eyes and takes a blind shot. They sink the ball with the lowest point value on the table!
10. "I can do better, of course!" The duck closes their eyes and mouth, spins around, and shoots a behind-the-back shot. They sink the ball with a point value of 4.
11. "This is getting a little too boring. We're too good at pool!" The duck collects all balls that were off the table, resetting it with the original eight balls plus the white cue ball. "Oops, I hit it a little too softly." Somehow, they still manage to sink the ball that was sunk first in the game.
12. "Our team is so much in the lead, I think I'll go use the bathroom." The duck waddles away from the table. Everyone else wonders what should be done; nobody wants to wait for them to return. The duck that would have been next up for the team says, "Well, I guess we can skip him; I'll take the turn" and uses their special ability on the ball with the highest point value on the table.
13. "Slow and steady, slow and steady." The duck suppresses their hidden envy and inner competitiveness, and aims for the ball with the highest point value on the table. That ball doesn't go in, but the ball with a point value of 3 does. "I was totally aiming for that!"
14. "You're a real Lyin' Gosling, you know!" The duck takes a deep breath, aiming at the purple ball. It's a foul! "Ah, darn it!"
15. "I'll try!" The duck takes two deep breaths and aims twice at the purple ball. Foul! "Come on!"
16. . . . The duck is not back yet from the bathroom. The remaining ducks run out of patience and vote to play on as if the missing duck had committed a foul.
17. "Foul, foul, foul! Everyone's getting a foul! We're all fowls here, I'll foul too!" The duck voluntarily takes a foul to make a pun. Everyone groans. "What?"
18. "Haha, no mercy!" The duck seizes the opportunity and sinks the three balls with the lowest point values on the table, in the same turn. "I'm wrapping up this game so well, it's like I'm a Drake!"
19. "I can't beat that! Here, Donald, have my turn!" Donald takes over and dramatically attempts to sink the three balls with the highest point values on the table . . . but he fails! It's a foul. Angrily, he declares the game over. "This is no fun anymore! I knew it; we're ducks—we should have played billiards!"
20. "Actually if we look at our final scores as individual ducks and not teams, in our original turn order, it spells the answer for what we should have done instead."

