DUCKS IN TOW

THE BUGS & SLUGS EXPANSION



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Another sunny day in the park!
Collect Bugs to fill your jar and feed your Ducks.
Jars that are full and Ducks that are fully fed
will help earn you points at the end of the game.

COMPONENTS

4 Player Boards
(Double Sided)



1 Scorepad



4 Reference Cards
(Double Sided)
Replace the Reference Cards from the Base Game



20 Duck Cards
(Double Sided)



30 Bug Tokens
(3 Colours, 10 of each)





GAME SETUP

Setup the base game and learn the base game rules first, then proceed with the following steps.

Each player takes a random Player Board. Place it Token side up.



Shuffle the Duck Cards and deal 1 to each player, Token side up. Place the remaining cards in a deck, then reveal the top 4 cards so that they are accessible by all players.

Use a number of Bug Tokens depending on player count:

2p - 6 of each colour
3p - 8 of each colour
4p - 10 of each colour

Unused Bug Tokens can be returned to the game box.

Take the Bug Tokens in your hand and randomly place them on the tiles until there are 2 Bug Tokens stacked one on top of each other on each tile. If playing 4p, distribute the last 2 Bug Tokens on the two middle tiles.



EXAMPLE
4 PLAYER SETUP

GAMEPLAY CHANGES

Player Board:

There are 3 spots on your Player Board:

Drop Off | Shake | Adopt



These are spots for you to keep your ducks organized based on which action was taken.

1 When you Drop Off, take the Ducks used to complete your Location Cards off your tow and the extra Duck you drew from the Duck Bag and place them in the Drop Off spot on your Player Board.

2 When you Shake the Bag, if you do not feed the Duck, place it in the Shake spot on your Player Board.

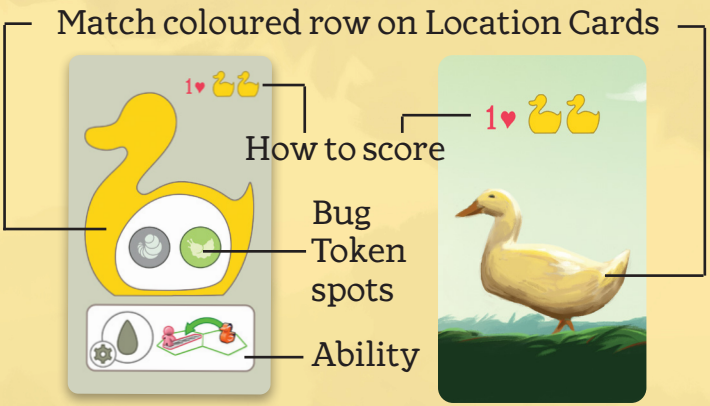
3 When you Adopt, place the Duck you are not adopting in the Adopt spot on your Player Board.



4 If you fill your Bug Jar by the end of the game, you will score points equal to your shortest row of ducks on your Location Cards.
(See page 8 for Gaining Bug Tokens)
(See page 10 for Scoring)



Duck Card:



You will start the game with one random Duck Card. Throughout the game you will collect Bug Tokens to fill the spots on your Duck Card(s). (See page 6 for Gaining Bug Tokens)

Once all the Bug Token spots become filled, the Duck Card is completed, unlocking a 'one time use' ability.
(See page 9 for Duck Card abilities)

Each Duck Card has a coloured duck that will match a specific coloured row on your Location Cards for scoring purposes at the end of the game. The Duck Card must be completed in order to score points.
(see page 10 for Scoring)

When you complete a Duck Card, immediately draw a new one from the face up options or from the deck before continuing to disperse ducks from other spots on your Player Board. You should always have at least one Duck Card that has empty Bug Token spots available.



When using the Gift Shop Action Tile to draw cards, you may choose to draw one Duck Card or two Location cards.

Gaining Bug Tokens:

When you *Disperse Ducks at the end of your turn, you may gain Bug Token(s).

When *Dispersing, make sure you do each spot (1. Drop off, 2. Shake, 3. Adopt) on your Player Board separately. (See page 4)

Each Player Board spot you disperse from will gain you a maximum of 1 Bug Token regardless of how many ducks there are in that spot.

If *Dispersing more than one Duck from one of the Player Board spots, you must choose only one Bug Token from the one of the Locations where you dispersed the ducks. If you do not have an available spot for the Bug Token, you cannot take it.



In this example, you can gain a maximum of 2 Bug Tokens for having Ducks in 2 of the 3 spots.

You may choose to*Disperse the 3 spots in any order.

This could help position Ducks in a way that helps you gain the Bug Token you really want.

If there are multiple Bugs Tokens, you must take the top one. Take the Bug Token you chose and place it on one of the available matching Bug Token spot(s) on your Duck Card or Player Board.



Completing Duck Cards:

When all Token spots are filled on your Duck Card, it is now complete. You have now unlocked a 'one time use' ability.
(See page 12 for Ability Glossary)

Take a new Duck Card from the revealed options or draw from the top of the deck.



You will score extra points for Duck Cards that match rows on your Location Cards. (See page 10 for Scoring)
Looking at what your longest connected rows are may help you decide which new Duck Card to choose.

Completing Player Boards:



When all Token spots are filled on your Player Board, remove the Bug Tokens and flip it over to the Full Jar side.

Bug Tokens that were removed from using Duck Card abilities or completing Player Boards will be *Dispersed at the end of your turn.
(See page 9)

You will score extra points for filling your bug jar. (See page 10 for Scoring)

Gaining/Using Abilities:

Action Modifier: modifies a Basic or Tile Action being taken.

Free Action: an action you may take in addition to the 4 actions you spend during your turn.

Player Board Abilities:

The ability on your Player Board is available from the start of the game but can only be used once per turn.

When all Token spots are filled on your Player Board, remove the Bug Tokens from your Player Board and flip your Player Board to show the Full Jar side.



When your Player Board is on its Full side, you still have access to your 'once per turn' ability, but now you will also gain points based on the shortest Duck row on your Location Cards at the end of the game.

Bug Tokens removed during your turn will be *Dispersed at the end of your turn. (See page 9)

Duck Card Abilities:

Once a Duck Card has been completed you may use its ability. The ability on your Duck Card is 'one time use'. (See page 12 for Ability Glossary)

You may use these abilities at any time on your turn. They can be used before, during or after your 4 regular actions on your turn. You can use as many abilities as you'd like, as long as each Duck Card is fully completed.

Once you have used the ability, remove the Bug Tokens from your Duck Card and flip the Duck Card face down to show it has been used.



At the end of your turn, *Disperse the Bug Tokens on to the game board. (See below)

The colour of the Duck will still be shown on the back of the card so you can keep track of what colours you've completed for end of game scoring purposes.

Dispersing Bug Tokens:

At the end of your turn, disperse Bug Tokens following the same placement rules as *Dispersing Ducks.

If dispersing both Ducks and Bug Tokens, always disperse Ducks first.

If there is a Bug Token already on the tile, you must place your Token underneath the existing Token.



Scoring:



Use the scorepad to track your scores.
The leftmost column is for your name.

Location Cards: Score 1 point for each Duck in your longest connected row in each of the 4 coloured rows. (White, Yellow, Orange and Brown)

Formation Cards: Score the points printed on the Formation Cards you claimed throughout the game.

Duck Cards: Each completed Duck Card, whether the ability was used or not, will score 1 point for every 2 ducks in your connected rows of the matching colour. Ducks that are not connected to the row will not be counted.

Bug Jar: If your Player Board is showing the Full Jar side at the end of the game, it will score your shortest Duck row on your Location Cards a second time. (Don't count empty rows)

The Angry Goose Expansion (Kickstarter/Convention Exclusive): Score 2 points for every goose that has no Ducks (printed or adopted) to either the left or right of the goose. Goose still score if it is next to another goose, as long as there are no Ducks to either side of the geese.



DUCKS MEOW						=
Cindy	13	6	3	2	X	24

SOLO Variant:

Setup: Use 5 Bug Tokens of each colour. Randomly place 2 per tile, and the last remaining one on the middle tile.

Randomly draw a Starting Card, Duck Card and Player Board for yourself.

Randomly draw 1 Duck Card for the Automa Player (AP). The AP turn is always first.

1a. Draw a Location card from the deck and place it near the play area. Take Ducks from the board matching the colours shown on the drawn Location Card adding them to the AP's Tow.
(See Base Game Rulebook page 7 for details)

1b. If at any point the AP's Tow becomes full, immediately remove all 4 Ducks from the Tow, draw 1 random Duck from the Bag, and *Disperse the Ducks
(See Base Game Rulebook page 7 for details)

2a. Take 1 Bug Token of your choice from the game board to fill the AP's Duck Card. Always fill the AP's Duck card from left to right if possible. If there are stacks of Bug Tokens, always take from the highest stack if possible.

2b. When the AP's Duck Card is full, draw a new Duck Card for the AP from the deck.

3. When there are two full Duck Cards, remove Bug Tokens from the previous Duck Card and flip the card over. Draw a new Duck Card from the deck.

The AP should always a Duck Card that has available spots for Bug Tokens.

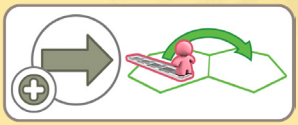
Place any Bug Tokens that were removed back on to the game board following the Bug *Disperse rules.

Once the AP's turn is complete, you take your turn.

Repeat step 1-3 for future AP turns.

ABILITY GLOSSARY

Duck Card Abilities



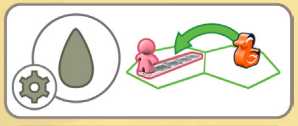
Move one space.



When using the Feed Action, you may feed a Duck with any colour food.



Add a Duck to your Tow without feeding it.



When using the Feed Action, you may feed a Duck from an adjacent Location.

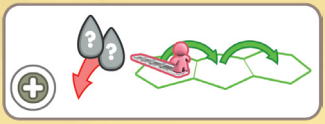


When using the Adopt Action Tile, keep both Ducks.

Player Board Abilities



Swap the position of 2 Ducks.



Discard 2 Food randomly, then move up to two spaces.



You may take a Bug Token from the bottom of a stack.



You may use the Adopt Action on your current Location.

Action Modifier

Free Action