



Ducks -vs- DEMONS

A GAME OF TIC TAC KO™

Ducks -vs- DEMONS

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INTRODUCTION

Rulers of the Pond face off against Lords of the Underworld in a quirky, fast-paced spin on Tic Tac Toe. In this easy-to-learn strategy game, you'll play as either Team Duck or Team Demon, aiming to connect three characters in a row on an ever-changing grid while sabotaging your opponents. Your magic cards will bring the heat and your instant cards might ruffle a few feathers, but above all else, make sure you get your Ducks in a row! (Unless, of course, you're playing as Team Demon, in which case... never mind, you get the point.)

WHAT'S IN THE BOX



Duck deck
(40 cards)



Demon deck
(40 cards)

HOW TO START

Divide players into two equal teams. *Note: If you have 2 or 3 players, you'll find modifications at the end of these rules.*

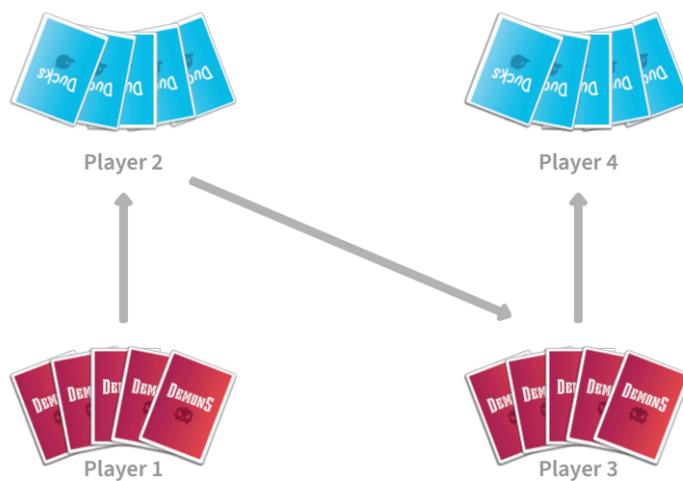
Next, each team selects a deck. The team with the youngest player chooses their deck first. The other team is stuck with the other deck because there are only two options.

Sit next to your teammate, and have the other team sit across from you. Shuffle your team's deck and place it face down in front of you, leaving space next to it for your team's discard pile. You and your teammate each draw 5 cards from your team's deck.

The team who chose their deck second starts the game, and the player on that team who most recently took out the trash goes first. The opponent sitting across from that player goes second.

Continue alternating teams until the remaining players have gone, and then repeat this order for the rest of the game.

Yes, the setup really is that simple, and now you are ready to play Ducks vs Demons!



HOW TO PLAY

Your turn consists of three phases:

Draw phase: Draw a card from the top of your team's deck and add it to your hand.

Action phase: Play a Character or Magic card from your hand. If you cannot or do not want to play a card, you may draw a second card instead.

Score phase: If your team has three cards in a row on the Field (vertically, horizontally, or diagonally), you may remove those three cards and place them in front of your team in a stack. Each stack in front of your team counts as one point.

Note: At the start of your action phase, before you play a card (or draw a second card), if at least one Character card on the Field is face down, you may discard 2 cards from your hand to flip one Character card face up. You may only flip one card face up on each of your turns.

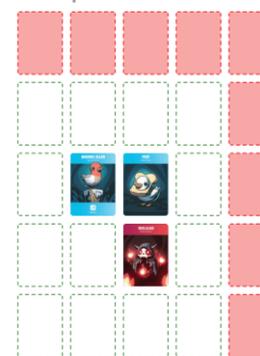
THE FIELD

The Field is a flexible 9-card grid that is at most 3 cards wide by 3 cards tall. Throughout the game, you will play Character cards onto the Field to form three-in-a-row and score points. The Field may never have more than 3 rows or more than 3 columns. This means, for example, if 2 cards are side by side on the Field in a row, you may play a third card onto an open location on either side of the row; however, if 3 cards are in a row you may not play a card outside the bounds of that row. In other words, until there are 3 rows and 3 columns defined by cards on the Field, you may treat any space as an open location as long as it fits within a 3x3 grid. As the game progresses, the 3x3 grid may shift as cards are removed and locations open up.

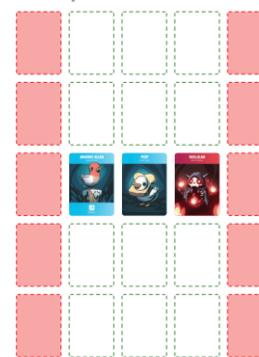
Example 1



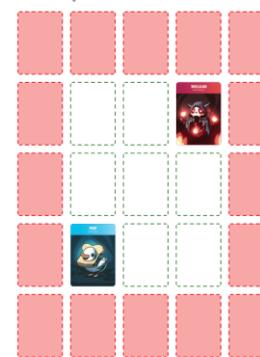
Example 2



Example 3



Example 4



WINNING THE GAME

If your team has 3 points at the end of your turn, your team wins the game! But beware: if your deck runs out of cards, your team loses the game immediately.

TYPES OF CARDS

Ducks vs Demons includes three types of cards:

Character cards are used to claim locations on the Field. Some Character cards are **Basic** (i.e. Basic Ducks and Basic Demons), meaning they do not have effects, while others are **Special**, meaning they have effects that you may use as soon as they enter the Field.

Note: You may only play Character cards on open locations on the Field.



Magic cards feature one-time-use effects. After you play a Magic card, immediately move it to your team's discard pile.

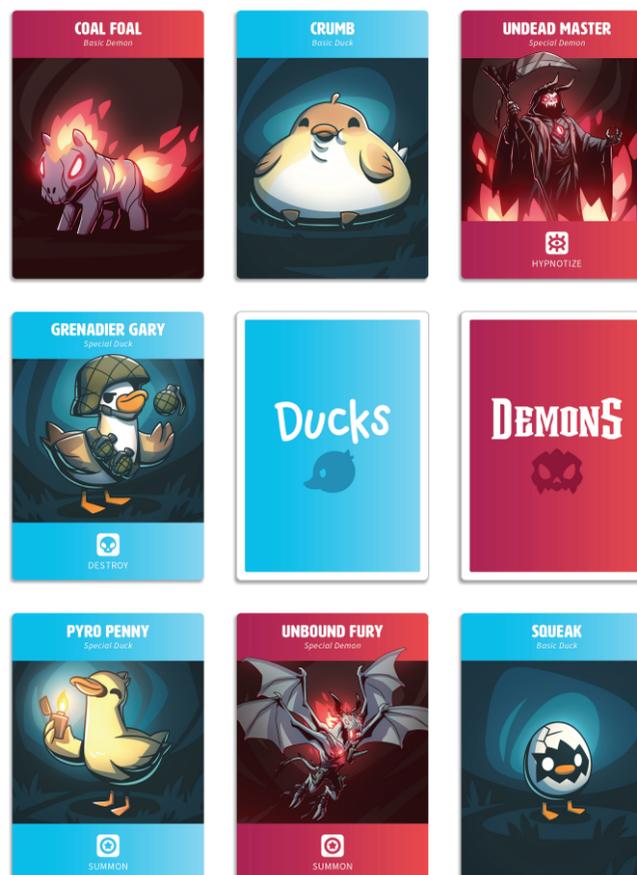


Instant cards disrupt another player's actions. You can play them immediately when the conditions listed on the card are met... even on another player's turn! You may play any number of Instant cards during a single turn.



GRIDLOCK

If there are no open locations on the Field at the end of your turn and you did not play a card during the action phase, the game is Gridlocked. Each team must immediately move all face-up Basic Character cards on the Field to their discard pile, then flip each remaining Character card face up.



2-PLAYER RULES

If you are playing with two players, make the following modifications to gameplay:

At the beginning of the game, each player draws 6 cards instead of 5.

During your action phase, do one of the following:

- Play 1 Character card
- Play up to 2 Magic cards
- Draw a card

3-PLAYER RULES

If you are playing with three players, make the following modifications to gameplay:

One team will have two players while the other will have one.

The solo player will take a turn in between each of the other two players' turns.

At the beginning of the game, the solo player should draw 7 cards instead of 5. The other two players should still draw only 5 cards.

IMPORTANT TERMS & EFFECTS

- +X DRAW X:** Add the top X cards from your team's deck to your hand.
- DESTROY:** Move a Character card on the Field that belongs to the opposing team to that team's discard pile.
- SUMMON:** Play a Basic Character card from your hand.
- REPEL:** Remove a Character card from the Field, then choose a player on the corresponding team and add that card to their hand.
- DISPLACE:** Move a Character card on the Field to an open location on the Field.
- SWAP:** Switch the locations of two Character cards on the Field.
- HYPNOTIZE:** Flip a Character card on the Field face down.

You cannot form three-in-a-row if one or more of those cards is face down.

If at least one Character card on the Field is face down at the start of your action phase, before you play a card (or draw a second card), you may discard 2 cards from your hand to flip one Character card face up. This does not count as entering the Field. You may only flip one card face up on each of your turns.

