



DUCK BUCK MOOSE

 10+

 2-4

 15-30

GAME CONTENTS



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Cards



29 **Wildlife** cards

57 **Hunter** cards

26 **Licence** cards

OVERVIEW

Players take turns collecting **Hunter** cards and **Licences** in order to hunt **Wildlife** while trying to stop others from doing the same. When a player has scored 20 **Wildlife** points, all other players will have one more full turn and the game ends. The player with the most **Wildlife** points wins.

SETUP

1. Shuffle the **Wildlife** deck, then deal a row of 4 face-up cards in the center of the table, placing the remaining cards to the left of the row as a face-down draw pile. This is known as the "Field".
2. Shuffle the **Hunter** deck and deal 5 cards to each player. Players look at their cards but should keep them hidden from others.
3. Deal a row of 4 face-up **Hunter** cards below the **Wildlife** row, placing the remaining cards to the left as a face-down draw pile.
4. Shuffle the **Licence** deck and deal a row of 4 face-up cards below the **Hunter** row, placing the remaining cards to the left as a face-down draw pile.
5. Whoever was most recently in the great outdoors takes the first turn.

WHO WILL BE MASTER OF THE WOODLANDS?

Discard Piles

The Field

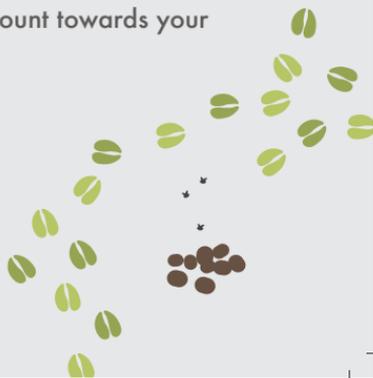


URNS

On their turn, a player takes 3 actions, in any order and may do the same action more than once. If a player has more than 5 Hunter cards at the end of their turn, they must discard down to 5. Licence cards don't count towards your hand limit and can't be discarded.

ACTIONS

- Go hunting
- Draw a card
- Play an Action card
- Refresh a row



TURNS continued

GO HUNTING

To start a hunt, you must have the required Gear (type of **Hunter** card) and **Licence**. The minimum Gear required is a firearm (Shotgun, Rifle or Bow) and an Ammo card. The **Licence** must match the species you plan to hunt and the icon on the firearm card must match one of the icons on the **Wildlife** card.



Matching Shotgun Shell Icons

When you have the required Gear and **Licence** cards, place them face-up in front of you for other players to see, and declare you're going on a hunt. **Wildlife** cards stay in the field until a hunt is successfully resolved.



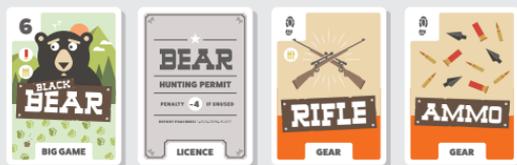
Starting a Small Game Hunt



You cannot have more than one active hunt at a time. If you start another hunt, you must first take the cards on an active hunt into your hand. This does not count as an extra action.

Big Game hunts

Big Game hunts require 2 actions, one to start the hunt and another to resolve it. You cannot resolve a Big Game hunt on the same turn it was started. The Gear and **Licence** cards used for the hunt stay face-up on the table until the hunt is resolved.



Sample Big Game Hunt

You may resolve a hunt on any future turn as long as there is valid **Wildlife** to do so. You do not have to resolve a hunt if you don't want to. You may not hunt multiple Big Game on a single hunt.

Small Game hunts

Small Game hunts start and resolve with 1 action. You may also hunt multiple small game on the same hunt as long as you have an ammo for each and the licence and firearm you are using is valid.

TURNS continued

Invasive hunts

Invasive hunts work similar to Small Game hunts in that they complete on the same turn and only take a single action. The difference is there are no licences for Invasive species. Instead, you'll need 2 ammo per **Wildlife** card to hunt it. Just like Small Game, you may hunt more than one Invasive species at a time.

Resolving hunts

After a hunt is resolved, all Gear and **Licence** cards are placed in their respective discard piles and any scored **Wildlife** cards are placed face-down in front of you. Finally, flip new **Wildlife** cards from the draw deck to fill any gaps in the Field.

DRAW A CARD

Use an action to take any face-up **Hunter** or **Licence** card or draw from one of their face-down piles. If a face-up card is drawn from the row, immediately replace it with another card from the draw pile before taking another action.

PLAY AN ACTION CARD

Some **Hunter** cards have "Action" written on them and can be used in different ways. Play an Action card face-up on the table for all to see and resolve its effects. Action cards are always discarded after use. When an Action card conflicts with the rules, always rule in favour of the card.





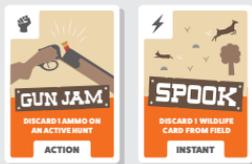
Action Cards

REFRESH A ROW

Discard all face-up cards in either the **Hunter** or **Licence** row and draw 4 new ones. You cannot refresh the **Wildlife** row.

INSTANTS

Some **Hunter** cards have “Instant” written on them. These cards can be played at any time, even if it’s not your turn, and do not cost an action. They are resolved before anything else and discarded.



Instant Cards

HAND SIZE

At the end of your turn, you may not have more than 5 **Hunter** cards in your hand. If you do, discard **Hunter** cards until you only have 5. **Licence** cards do not count towards your hand limit and are only discarded on successful hunts.

GAME END

If a player has 20 or more **Wildlife** points at the end of their turn they must flip all their scored **Wildlife** face-up and declare last round. All other players will get one more full turn. After the last player's turn is complete, any remaining active hunts are scored in turn order and the game ends.

SCORING

Scoring is calculated by adding **Wildlife** points and subtracting unfulfilled **Licence** points. The player with the most points wins. Ties are broken by counting the number of **Wildlife** cards scored.

VARIANTS

There are two variants that can be used to adjust the end of the game. The simplest is the number of points required to win. Decrease to 15 for a faster game or increase to 25 for slightly longer. The other is to play through the entire **Wildlife** deck.

When the last **Wildlife** card is flipped to the field, all players get one more full turn and the game ends. If playing through the entire **Wildlife** deck, remove the "Closed Season" hunter card from the game.



CLARIFICATIONS

Field

The Field is the 4 face-up **Wildlife** cards and does not include the discard pile. The Field is only ever refreshed after a hunt is completed.

Gear cards



SCOPE: You may start and resolve a Big Game hunt in a single action. The **Wildlife** can still be spooked.



BLIND: When in use, you may have two active hunts at a time.

Action cards



CALL: Place any visible face-up **Wildlife** card, including the Field, top of the Field discard and other called animals, in front of you. It cannot be Spooked including the moment it's called. You must discard any called **Wildlife** already in-front of you.



CO OFFICER: Look at any other players **Licence** cards. You must take one. Players must tell you how many they have. You cannot take **Licences** used on an active hunt.



RETURN TO CAMP: Look through the **Hunter** discard pile and take a Gear card. It cannot be another type of **Hunter** card (Action, Instant etc.).



BINOCULARS: Look at the top three cards of the **Wildlife** draw deck. Put them back in any order.



BACKPACK: Draw 3 **Hunter** cards



BLOODHOUND: Take any 1 card from the **Wildlife** discard pile and place it on the top of the **Wildlife** draw pile.

Instant cards



GUN JAM: Choose a player to discard 1 ammo from an active hunt. That player can “reload” by playing another ammo from their hand. If they can’t reload, the hunt fails and their cards go back to their hand.



SPOOK: Discard a **Wildlife** card from the Field and immediately draw a new one.



CLOSED SEASON: Discard the 4 face-up **Wildlife** cards in the Field and draw 4 new ones.

FAQ

WHAT SHOULD I DO IF A DRAW DECK RUNS OUT?

Shuffle the discard pile and make a new draw deck.

CAN I HUNT MULTIPLE BIG GAME ON A SINGLE HUNT?

No, only Small Game and Invasive **Wildlife** can be hunted that way.

CAN I START A HUNT EVEN IF THERE ISN'T A VALID WILDLIFE IN THE FIELD?

Yes, including Big Game, Small Game and Invasive hunts. This is a great strategy to prepare for **Wildlife** you know is coming.

DOES CANCELLING A HUNT BEFORE STARTING A NEW ONE TAKE AN EXTRA ACTION?

No. Cancelling a hunt and starting a new one is a single action.

CAN I PLAY MORE THAN ONE INSTANT?

Yes! Play as many as you'd like. Note that they are resolved in the order played.

IF RESOLVING HUNT FAILS DUE TO A GUN JAM, DOES IT STILL USE AN ACTION?

No. Only if the hunt resolves successfully does it use your action.

CARD COUNTS (116)

Turn Reference (4)

Wildlife Cards (29)

- INVASIVE
 - Boar x 3
- SMALL GAME
 - Rabbit x 4
 - Duck x 4
- BIG GAME
 - Deer / Doe x 4
 - Deer / Buck x 2
 - Elk / Bull x 1
 - Elk / Cow x 2
 - Wolf x 3
 - Moose / Cow x 2
 - Moose / Bull x 1
 - Bear / Black x 2
 - Bear / Grizzly x 1

Licence Cards (26)

- Small Game x 4
- Rabbit x 3
- Duck x 3
- Deer x 4
- Elk x 3
- Wolf x 3
- Moose x 3
- Bear x 3

Hunter Cards (57)

- GEAR
 - Ammo x 16
 - Rifle x 3
 - Bow x 4
 - Shotgun x 6
 - Scope x 2
 - Blind x 2
- ACTION
 - Return to Camp x 2
 - Binoculars x 2
 - Call x 3
 - CO Officer x 3
 - Backpack x 2
 - Bloodhound x 2
- INSTANT
 - Gun Jam x 4
 - Spook x 4
 - Closed Season x 2



KICKSTARTER BACKERS

On Nov 15th, 2019, 297 Kickstarter backers helped make our first game Duck, Buck, Moose a reality. We can't begin to describe how thankful we are for the encouragement and support the tabletop gaming community has given us.

Below are some of the fine folks that made all this possible.

Game with Gavin

The "Game with Gavin" pledge was limited to 10 backers who will receive a signed copy of the game as well as an in-person (or online) play session with Gavin the designer, where he'll teach you the game and answer questions.

Those lucky backers are:

Colin Vickery, Craig Vickery, Crystal Burdes, Jazzy, John Strehlow, Jon Galliazzo, Lee Grannon, Nolan Osborne, Robert Shaw, Travis Wilkins.

Open Season

The "Open Season" pledge was limited to our first 50 early supporters. Thank you so much for believing in us and rushing to get us passed the "funded" mark on day 1. You hear about day-one funding on Kickstarter but we never dreamed we'd be one of them. You made that happen and we won't forget it.

Amanda Key, Amy Albaugh, Ben Ruby, Benjamin Ferran, Bravely Told Games, Carly Meunier, Cory Schadt, Curtis Rose, Danielle Hogan, Debbie Daugherty, Doug, Eric Cerevic, Erik Weisner, Family Game Time, Ferdinand van Woensel, Fourtato Games,

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All Backers

Finally, here is the full list of backers, including all pledge levels, that helped bring Duck, Buck, Moose into the world. Thank you so much for believing in us and our game. We hope it brings you much joy with your family and friends for years to come.

A. Sirois, AJ Lambert, Adam, Adam Jilka, Adam Shaffer, Addy Russell, Addy Taylor, Adriaan Mulder, Adrian & Laureen Barry, Alex Arnell, Alex Peter Hart, Alex Powers, Amanda, Amanda Key, Amy Albaugh, Andreas Boettger, Angel, Angela Thompson Westendorp, Angelo Rysbrack, Anthony Tripi, Awilda Cuevas, Ayden Klontz, Ben, Ben Peltz, Ben Ruby, Ben Smith, Benjamin, Benjamin Ferran, Benjamin Ryan, Bob Kastner, Braden Astle, Brandon Brown, Brandon Clarke, Bravely Told Games, Brian, Brian Greer, Brian Riggs, Brian Stumme, Cameron S. Baker, Campbell, Carl Aanestad, Carly Meunier, Carolyn Clark, Cheryl Wilson, Chris Heise, Chris M Mixis, Chris Sutton, Chris Traganos, Christopher Bello, Christopher Kyle, Christopher Nesseth, Clayton, Clayton Kerr, Clint Matheson, Colevin Crause, Colin Vickery, Constantin lBleib, Cory Schadt, Courtnie Allen, Craig Vickery, Crysta Stubbs, Crystal Burdes, Curtis Rose, Dallas Patterson, Dan Minsky, Danielle, Danielle Hogan, David C. Pettit, David Kvasnica, David Leach, David P, David Weber, Deb E Johnston Holberton, Debbie Daugherty, Deke Madsen, Desiree, Devin Burroughs, Donna Sizemore Mathieson, Doreen Kostka, Doug, Douglas Bailey, Dr. Sexypants, Dustin Dame, Dwayne Orser, Elvie D, Eric, Eric Cerevic, Erik Weisner, Erin Adams, Evan, Fabian Diemel, Family Game Time, Ferdinand van Woensel, Florian Urbanek, Fourtato Games, Gavin K-Y, Gold Nugget Games (Cody Thompson), Grant Campbell, Gregory McCleary, Guillaume Theberge, Hannah Beaman, Ian Hancox, Isabella Julia, J Spani, J.C. Lundberg, Jacy Johnson, Jake, Jake Harsh, James Ray, Jamie McCue, Jamie mahoney, Janice Gist, Jason Mulligan,

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Thank you!

— Gavin Vickery, Game Designer



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