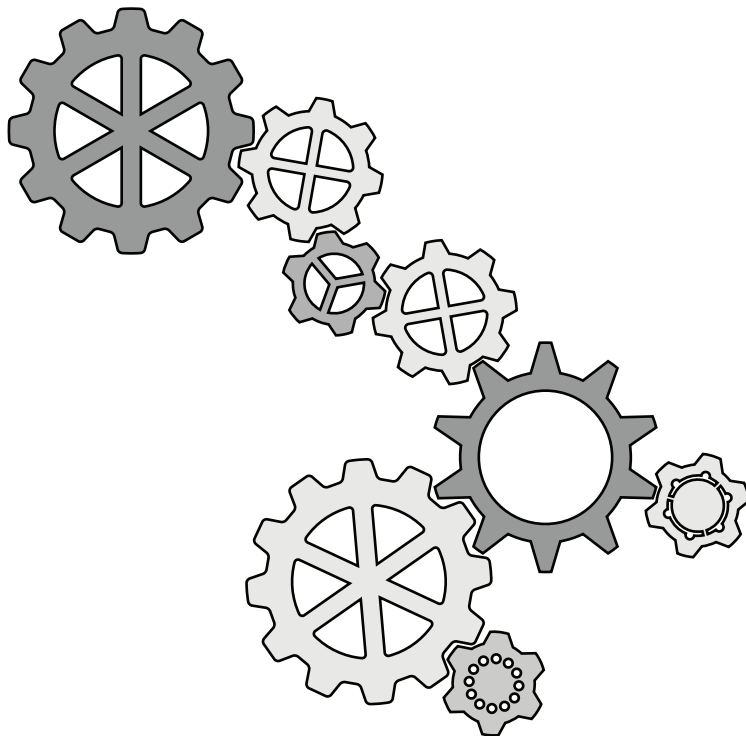


For best viewing, go to the "View" menu  
and under "Page Display" select "Two Page View"



**TUCK IT**



**RULE BOOK**

# TUCK IT RULE BOOK

## Printing

*Tuck It* was first printed in 2018 by *White Pawn Games* using completely original artwork. A special thank you goes out to the various print shops involved that all helped contribute to the prototyping process and were generous enough to take on this project without requiring minimum quantities. It's companies like this with great people who help to make indie games possible.



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## Introduction

Ever since the Czechs originally coined the word „robot“ there's been a growing global trend towards the aristocracy taking advantage of bionic parts, but now it's gotten out of hand!

Robots are trying to take over the world by tucking parasitic gears into secret locations. These gears fast-track a unique invasive transformation and have already compromised everything in your palace workshop, except for you!

The only sure way to stop them is by getting rid of everything you have. Be the first to clean out your workshop to ensure your safety and retain your humanity.

It's every man, woman, and robot for himself in this fast-paced robo-dog eat dog world.\*

*\* Note: No dogs or robo-dogs were harmed in the making of this game.*

## Table of Contents

Publishing .....	1
Introduction .....	2
Components .....	5
Sample Card .....	6
Overview & Objective .....	7
Sample Play Area .....	8
Phases of the Game // First Game .....	9





### **How to Play**

<b>Setup:</b> Deal cards and initial pile setup .....	10
<b>Phase 1:</b> Criteria: <i>Draw Pile</i> has at least one card Play: Cards may only be played from hand .....	12
<b>Phase 2:</b> Criteria: <i>Draw Pile</i> is empty (zero cards) Play: Cards will be played from a player's <i>Stacks</i> once her hand is empty .....	15
<b>Game Win Condition!</b> .....	17

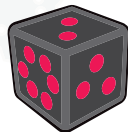
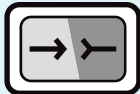
## Table of Contents (continued)

<b>Base Set:</b> Card Abilities .....	18
How Abilities Work When Playing Multiple Cards .....	22
4-of-a-kind Bonus! .....	23
<b>Expansions:</b>	
<b>Expansion #1:</b> Srdce (Hearts) .....	24
<b>Expansion #2:</b> Žaludy (Acorns) .....	25
<b>Expansion #3:</b> Kule (Balls) .....	27
<b>Expansion #4:</b> Listy (Leaves) .....	29
Tournament Mode .....	31
Appendix: Playing Multiple Cards in a <i>Stack</i> .....	32
Credits .....	34

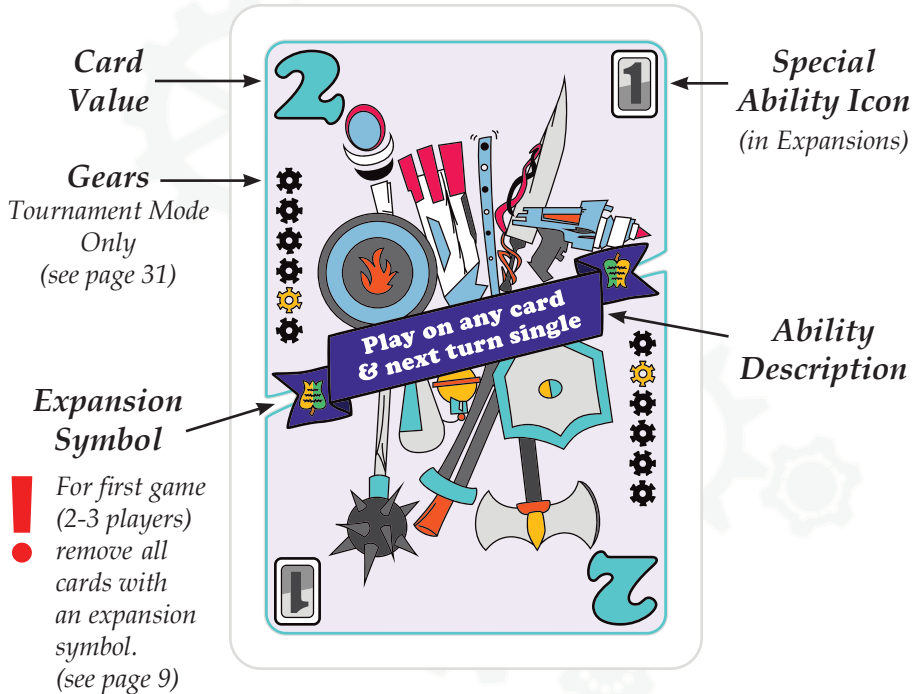
## Components

Base Set	Expansion #1 "Srdce"	Expansion #2 "Žaludy"	Expansion #3 "Kule"	Expansion #4 "Listy"
(no symbol)	[ Hearts ] 	[ Acorns ] 	[ Balls ] 	[ Leaves ] 
[ 53 cards ]	[ 15 cards ]	[ 13 cards ]	[ 16 cards ]	[ 13 cards ]
4x 2	5x 3	1x 2 ½	6x 9/5	1x 2
4x 3	5x 10	1x 3 ½	10x Dice card	1x 4
5x 4	5x J	1x 4 ½	1x Six-sided die	1x 5
4x 5		1x 5 ½		1x 6
5x 6		1x 6 ½		1x 7
4x 7		1x 7 ½		1x 8
5x 8		1x 8 ½		1x 9
4x 9		6x A		1x J
4x 10				1x Q
4x J				1x K
3x Q				1x A
1x Q (Dark)				2x Skip
3x K				
4x A				

These symbols show up in their respective Expansions. Details about what they mean are found later in the rules.



## Sample Card



Note: This sample card is taken from Expansion #4.



## Overview & Objective

*Tuck It* is a card game with the simple objective of cleaning out your robot infested palace workshop by getting rid of all your cards first. There are two phases: You'll need to deal with the robots in your hands before cleaning out the ones in your workshop.

In **Phase 1** you'll get rid of the robots in your hand by playing cards onto the **Community Pile**, but there is an onslaught that just keeps coming. Every time you think you're getting rid of some, you'll need to draw more from the **Draw Pile**.

In **Phase 2**, once the **Draw Pile** is empty, you'll finally be able to tidy up your workshop by playing cards from one of your 3 piles (known as **Stacks**). You'll only be able to do this if your hands are free though. You'll be able to strategically tuck some cards from your hand to access the ones on top of your **Stacks**.

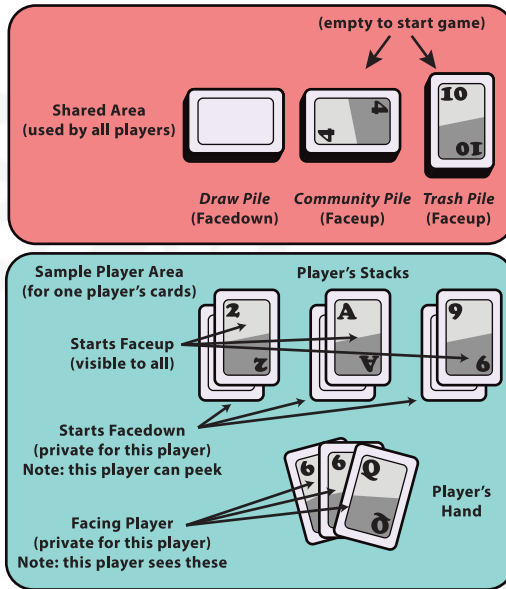
Be the first with an empty workshop to claim victory!

*Generally robots need to be played in increasing order, but it's not as easy as you'd think. Some robots are programmed with special instructions that you'll find listed on their cards.*

Card order from lowest to highest is:

2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

## Sample Play Area



This is a demo of what the **Player Area** should look like at the end of the *Setup* (pages 10-11).

*Note: The **Community Pile** and **Trash Pile** will be empty to start the game.*

## Phases of the Game

In addition to the initial Setup, there are two main phases in each game.

- Setup:** Deal cards and initial pile setup
- Phase 1:** Criteria: *Draw Pile* has at least one card  
Play: Cards may only be played from hand
- Phase 2:** Criteria: *Draw Pile* is empty (zero cards)  
Play: Cards will be played from a player's *Stacks* once her hand is empty

## First Game

For your first game, only use either:

- a) **Base Set** if playing with 2-3 players; or
- b) **Base Set + Expansion #1 (♥)** if playing with 4-6 players.

## How to Play

### **Setup:** Deal cards and initial pile setup

- 0.1 Each player is dealt 9 random cards facedown. The remaining cards will create the *Draw Pile* in the shared area.
- 0.2 Each player looks at her 9 cards and creates 3 private **facedown Stacks** of 2 cards. The remaining 3 cards will be her starting hand.

*Tip: The 3 Stacks will be used in Phase 2. If you're not sure which cards to put where, it's often best to try and pair cards of the same value together if possible. You can look at pages 19-20 for a list of abilities. Keep in mind that in Phase 2, cards from the top of a Stack will be played first.*

- 0.3a: To determine the order of play, players simultaneously reveal one of the top cards from their 3 facedown *Stacks*. The highest card goes first.

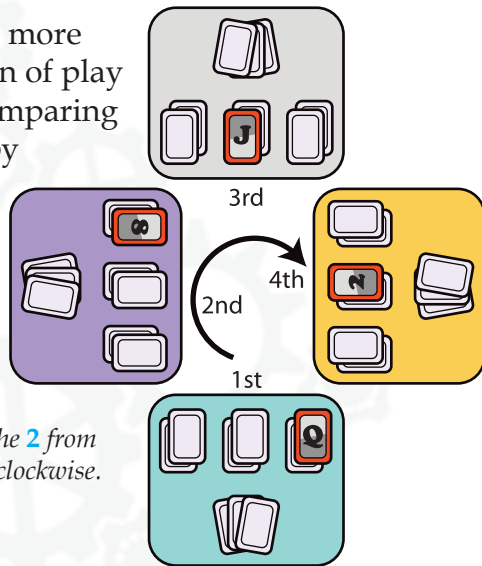
In the case of a tie, the players involved reveal an additional top card from a *Stack* or a card from hand.

Card order from lowest to highest is:  
2, 3, 4, 5, 6, 7, 8, 9, 10, J, Q, K, A

**!** Once order of play is determined, each player flips the top card of each of her remaining *Stacks* faceup to match the Sample Play Area shown on Page 8.

0.3b: For games with 3 or more players, the direction of play is determined by comparing the cards revealed by the starting player's neighbours and the highest prevails.

*In this example, the bottom player who revealed the Q goes first since it's the highest. Then, since the 8 from the left player is higher than the 2 from the right player, turn order begins clockwise.*



You can use the *Coaster* to remember what the direction is and flip it when you play a 3.

## How to Play

**Phase 1:** Criteria: *Draw Pile* has at least one card  
Play: Cards may only be played from hand

- 1.1 On a player's turn, she can play a single card or multiple cards of the same value (eg. a pair, a three-of-a-kind, etc.) from her hand onto the *Community Pile*. The card(s) she plays must be of equal or higher value than the top card of the *Community Pile* (unless an ability says otherwise). Any card can be played onto the *Community Pile* when it is empty.



*Note: If the player before you played a pair, three-of-a-kind, etc., you can still play a single card on it.*



*Example: The 1<sup>st</sup> player played an 8 onto the *Community Pile*. If the 2<sup>nd</sup> player's hand consists of a 6, 8, and K, she can play either the 8 or the K.*



*Example: The 2<sup>nd</sup> player played her K. If the 3<sup>rd</sup> player has three As in hand, she can choose to play one, two, or all three As.*

1.2

If a player isn't able to play a card of equal or higher value from hand (or chooses not to), she reveals the top card of the **Draw Pile** and attempts to play that card onto the **Community Pile**.



No legal play  
in hand

If it is a legal play:

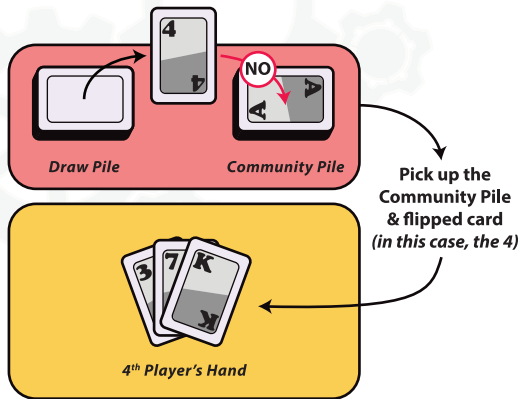
it must be played on the **Community Pile** and that player's turn is over.

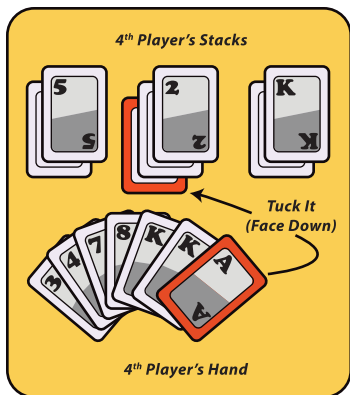
If it is not a legal play:

that player picks up the whole **Community Pile** (and revealed card) into her hand. Then she chooses one card from her hand and tucks it facedown under one of her **Stacks**. Her turn is then over.

Note: A "legal play" is a card of equal or higher value than the top card of the **Community Pile**, unless a card ability specifies otherwise.

Ability Example: If a 5 were revealed instead, it would be fine since its ability states: "Can play on A"



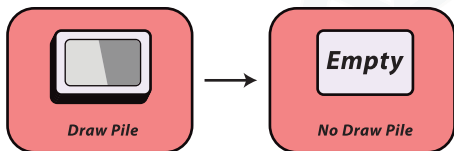


In this example, the 4<sup>th</sup> player is forced to pick up several cards. She then chooses the **A** to tuck facedown under her middle **Stack**.

- 1.3 If a player has less than 3 cards in hand at the end of her turn, she draws cards from the **Draw Pile** until she has 3 cards. After drawing, her turn is over and the next player takes a turn.

- 1.4 Play continues until the **Draw Pile** is empty, at which time the game advances to **Phase 2**.

*Note: If a player needs to draw cards at the end of a turn to get up to 3 cards in hand, but there aren't enough cards available in the **Draw Pile**, that player takes as many cards as are available and ends her turn.*



An empty **Draw Pile** triggers the start of **Phase 2**.


*Note: See page 23 to find out what happens when there are 4 of the same card on top of the **Community Pile**. You won't be disappointed!*



## How to Play

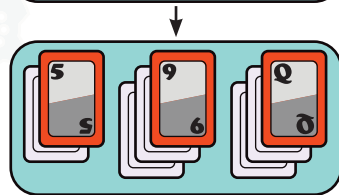
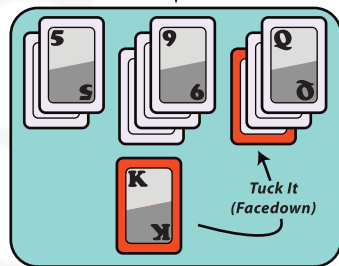
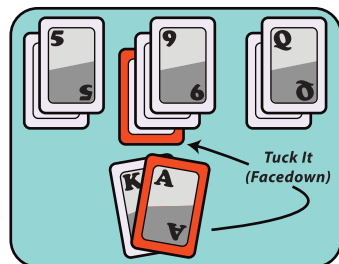
**Phase 2:** Criteria: *Draw Pile* is empty (zero cards)  
Play: Cards will be played from a player's *Stacks* once her hand is empty

2.1 If a player still has any cards in hand, she must make a play from those and cannot play from one of her *Stacks*.

2.2  At any time (when the *Draw Pile* is empty), a player may tuck any quantity of cards from her hand facedown under any or all of her *Stacks*.

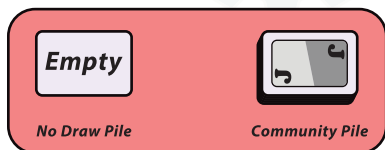
*Note: Once cards are in **Stacks**, they cannot be rearranged or put back into hand, but a player can peek at her cards.*

*Example: A player wants to play from the top of one of her **Stacks** instead of playing the **K** or **A** in her hand. First she must tuck her whole hand. Once her hand is empty, she can then play from the top of a **Stack**. Now, she will have access to the **5**, **9**, or **Q**.*

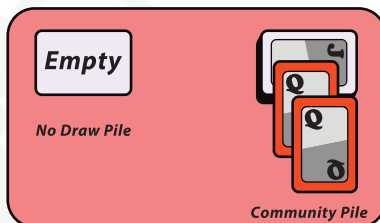
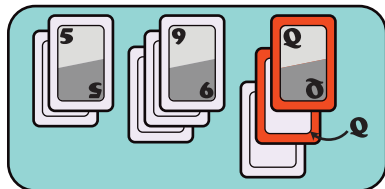


Note: A player can tuck to an empty **Stack** if she has any.

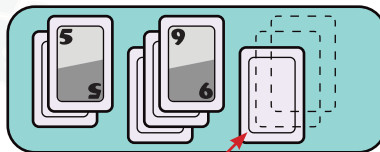
- 2.3 A player with an empty hand will play a card (or multiple cards of the same value) from the top of one of her **Stacks**. Cards must be played in order starting with the card on the top of the **Stack** being the first card played onto the **Community Pile**. All cards become faceup when played on the **Community Pile**. Players can only play from one **Stack** per turn.



Since the player emptied her hand, she can now play two Qs as a single play since they are stacked together in order starting from the top of one of her **Stacks**, even though one is facedown.



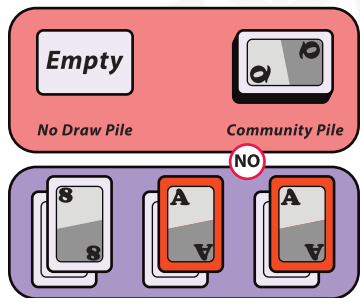
Note: See pages 32-33 for an example of multiple cards being played together. This ordering is relevant when considering the **Dark Q** from the **Base Set** and many of the **Expansion** cards.



Note: You do not need to reveal the next top card of a **Stack**.

- 2.4 If a player isn't able to play a card (or chooses not to), she picks up the whole **Community Pile** into hand. Then she chooses one card from her hand and tucks it facedown under one of her **Stacks**. Her turn is then over.

*Note: A player cannot combine cards from multiple **Stacks** to try to play them together.*



*Here a player with no cards in hand must choose to play from either the middle or right **Stack**. She cannot play both **A** on the same turn.*

*Alternatively, she could also choose not to play a card and instead just pick up the **Community Pile** and then tuck a card facedown as a penalty.*

## **Game Win Condition!**

The game ends when a player completely empties all cards in her **Stacks**.

*Note: Generally the game ends when a player just plays the last card from her **Stack**, but it is possible for a player to empty her **Stacks** by completing the 4-of-a-kind Bonus [as described on page 23] and using the reward of picking up a card to empty her **Stacks**. If this happens, it doesn't matter if the player has cards in her hand since the "win condition" is that her **Stacks** are empty. This is a very fringe situation.*

## Base Set: Card Abilities

Some cards have abilities printed onto their middle banner. There are three types of abilities:

- Abilities that change what card values a card may be played on.
- Abilities that affect the next player's turn.
- Abilities that affect cards in a *Stack*.

**Base Set:** (no expansion symbol) 53 cards



4x	2
4x	3
5x	4
4x	5
5x	6
4x	7
5x	8
4x	9
4x	10
4x	J
3x	Q
1x	Q (Dark)
3x	K
4x	A



2 = **“Play on any card”**  
(may be played on any card)



3 = **“Play on 9 or less & Reverse direction”**  
(may be played on **2, 3, 4, 5, 6, 7, 8,** or **9** and play changes direction towards previous player in games with 3 or more players)

4 = *no extra ability*



5 = **“Can play on A”**  
(in addition to playing on **2, 3, 4,** or **5,** this can also be played on **A**)

6 = *no extra ability*



7 = **“You may flip a stack”**  
(you may completely flip over any one **Stack:** yours or another player’s)

*Note: See page 21 for some visual examples.*

8 = *no extra ability*



**9** = “Next card 9 or less”  
(the next player must play a  
**9, 8, 7, 6, 5, 4, 3, or 2**)



**10** = “Trash the pile & Take another turn”  
(Move the whole *Community Pile* to the  
*Trash Pile* and take another turn)



**J** = “Skip the next player”  
(The next player doesn't get a turn)

**Q** = *no extra ability (for normal Q)*

(Dark)



**Q** = “Next player takes pile  
& trashes this card”  
(The next player picks up and adds the  
*Community Pile* to her hand, puts the **Dark Q**  
in the *Trash Pile*, and tucks 1 card under one of  
her *Stacks*; then her turn is over.)

**K** = *no extra ability*



**A** = “Can't play on 5”  
(**5** can be played on an **A**, but  
**A** can't be played on a **5**. Weird huh?)

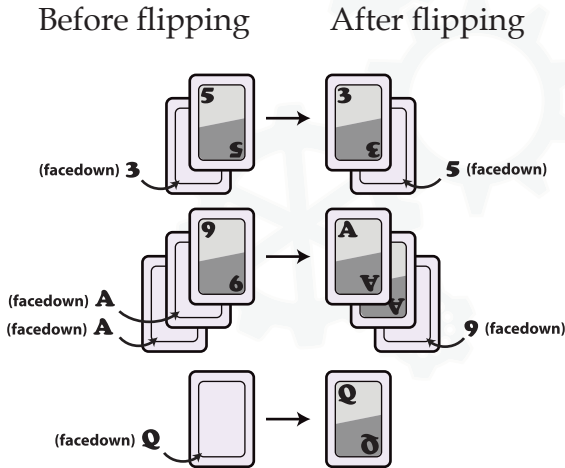


When playing a **7**, you may flip a *Stack*!

The ability of a **7** can be used to flip a *Stack* from any player and can even be used on a *Stack* with only a single card.

When you flip a *Stack*, literally pick up the whole *Stack* of cards and turn it upside down. Any cards that were facedown become faceup (and vice versa) plus the order of cards is reversed.

*This can be helpful to gain more information about opponents' cards (if you flip one of their *Stacks*) or strategize your own plays (if you flip one of your *Stacks*).*



## How Abilities Work When Playing Multiple Cards

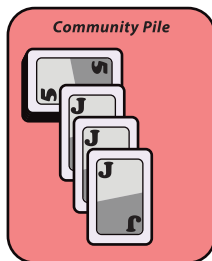


Community Pile



Player's Hand

When multiple cards are played together, the next player only considers the top card of the **Community Pile** to check for any abilities. Any cards that are buried below the top card have no effect.



Community Pile

*For example, if a player plays three Js, it does not skip the next three players' turns. Instead, only the top card is checked and the next one player is skipped. Then play continues with the player immediately after.*



## 4-of-a-kind Bonus!

At any time, if a player adds to the **Community Pile** such that four (or more) cards of the same value are on top of the pile, that player transfers the whole **Community Pile** to the **Trash Pile**. Then, as a reward, she may pick up one card from the top of one of her **Stacks** (faceup or facedown) and put it into her hand. Then she draws up to 3 cards (if required) and takes another turn.

*Note: A player doesn't have to add all four cards herself to get this bonus.*

*Note: When a 4-of-a-kind is completed on top of the **Community Pile**, it clears the pile so you ignore any other abilities that the top card would have had.*



*Example: Even though the **Dark Q** has an ability in the banner, playing it in this scenario creates a 4-of-a-kind and the **Community Pile** is immediately cleared. The player who played this 4th **Q** may pick up a card from the top of one of her **Stacks** (faceup or facedown) as a bonus. Then she takes another turn immediately after, starting with an empty **Community Pile**.*

*(No player will need to pick up the **Community Pile** from the **Dark Q**'s ability in this example because the **Dark Q**'s ability never happens.)*

## Expansions

There are 4 different Expansions. They can be added to the **Base Set** individually or in any combination to change the feel and flow of a game. We recommend adding them one at a time to start out.

### Expansion #1:



15 cards

“Srdce”

5x 3

5x 10

[ Hearts ]

5x J

Intended to be used when playing with 4-6 players, this expansion adds 15 duplicate cards from the **Base Set** to enhance the multiplayer experience.



When playing with 5-6 players, it's best if you use at least one other expansion in addition to this one.

*Note: Even though this expansion is best used with 4 or more players, it still works great even when playing with only 2-3 players.*

## Expansion #2:



“Žaludy”  
[ Acorns ]

13 cards

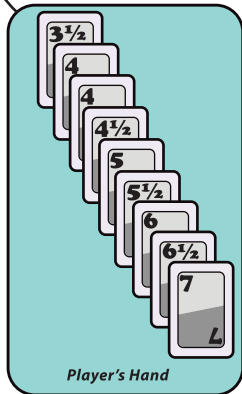
1x	2 ½
1x	3 ½
1x	4 ½
1x	5 ½
1x	6 ½
1x	7 ½
1x	8 ½
6x	A

This expansion speeds up gameplay by allowing for new combos and also adds six extra **A** (Aces) because

sometimes the best way to combat an opponent playing an **A** is to have one of your own!



Community Pile

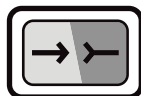


Player's Hand



Half cards retain the abilities of their corresponding number that let them be played on certain cards and they can also link sequential cards. For instance, on an **8**, a player could play a **3 ½**, two **4**s, a **4 ½**, **5**, **5 ½**, **6**, **6 ½**, and **7** all as one long chain in a single play. The player will also get to use the **7**'s ability since it's on top of the **Community Pile**, but the **“Reverse direction”** part from the **3 ½** will not happen since it's buried and can't be read.

Half cards can be played by themselves just like any other card or combined with one or both of their neighbouring numbers. You can start or end a chain with a Half card, but you don't have to. Half cards cannot be used to create a 4-of-a-kind Bonus. Remember that cards are played in increasing order, so a 4 cannot be played on a 4½.



2½ = Play on any card + Connect 2 → 2½ → 3

3½ = Play on 9 or less & Reverse direction + Connect 3 → 3½ → 4

4½ = Connect 4 → 4½ → 5

5½ = Can play on A + Connect 5 → 5½ → 6

6½ = Connect 6 → 6½ → 7

7½ = You may flip a *Stack* + Connect 7 → 7½ → 8

8½ = Connect 8 → 8½ → 9

*Note: For determining starting player, half cards are their exact values. Eg. 4½ = 4.5*

*Note: The ability of an A also prevents it from being played on a 5½.*

### Expansion #3:



“Kule”  
[ Balls ]

15 cards

6x 9/5

10x Dice card

1x

Six-sided die

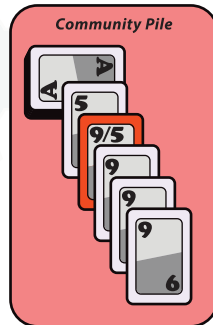


This expansion has two different cards. The **9/5** split card has the abilities of both a **5** and a **9**. Like a **5**, it can be played on an **A** and like a **9**, when this is on the top of the *Community Pile*, the next player must play a **9** or lower.

*Note: An **A** cannot be played on top of a **9/5** split card.*

*Note: For determining starting player, this counts as a **9**.*

*In this example, a **5** is played on an **A**, the **9/5** acts as a **5** when it gets paired on top of the **5**. The same **9/5** card also acts as a **9** so that other **9**s can be played with it. The three **9**s on top of the **9/5** are used to complete a 4-of-a-kind. All five cards are played by the same player on the same turn.*



The **Dice** card utilizes one six-sided die.



If there is not a **Dice** card on top of the *Community Pile*, then before playing a card on her turn, a player may roll the die once. **Dice** cards are the value shown on the die. You can roll as a bluff, but if you do want to play a **Dice** card, you must roll the die (you can't just use the value shown from before.) If you reveal a **Dice** card from the top of the *Draw Pile* (as in 1.2 on page 13), then you must also roll the die if you haven't rolled it yet this turn.

If a **Dice** card was already on top of the *Community Pile* at the beginning of the turn, the value of all **Dice** cards remains what was already showing on the die and it cannot be rerolled this turn.

Although the **Dice** card can be combined with other cards to make pairs, three-of-a-kinds, etc., it cannot be used to complete a 4-of-a-kind with any other cards (**2, 3, 4, 5, 6, A**); however, four **Dice** cards on top of the pile will make a 4-of-a-kind like normal.

*Note: For determining starting player, each **Dice** card revealed requires a separate die roll.*

*Note: On a regular six-sided die, the side with one pip shall be used to represent an **A**.*

	<b>2</b>	Play on any card
	<b>3</b>	Play on 9 or less & Reverse direction
	<b>5</b>	Can play on A
	<b>A</b>	Can't play on 5
<b>Card value is what is shown on the die</b>		
	<b>A</b>	Can't play on 5
	<b>5</b>	Can play on A
	<b>3</b>	Reverse direction
	<b>2</b>	Play on 9 or less & Reverse direction
	<b>2</b>	Play on any card

## Expansion #4:

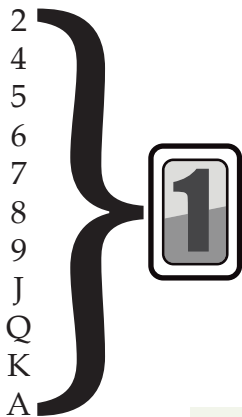
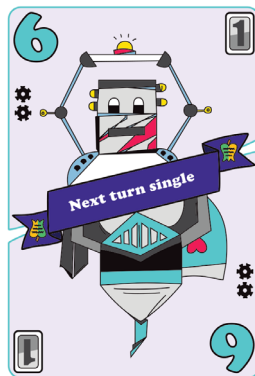


"Listy"  
[ Leaves ]

13 cards

1x	2
1x	4
1x	5
1x	6
1x	7
1x	8
1x	9
1x	J
1x	Q
1x	K
1x	A
2x	Skip

This expansion includes a set of cards to slow down other players. It also has **Skip** cards to protect against cards like the **Dark Q**.



There is one card of each value that has this symbol. When a player plays this on top of the **Community Pile**, the next player can only play a single card on her turn. These cards are especially good at slowing down opponent's **Stack** depletion near the end of the game.

*Note: In a 2-player game, if you play the special ability J on top of the pile, it will skip your opponent and actually force you to play a single card on your next turn!*

In order to play a **Skip** card, it must be in a place where you would legally be able to play a card from (in your hand or on top of one of your **Stacks** if your hand is empty).

To play a **Skip** card, reveal it at the beginning of your turn and immediately put it into the **Trash Pile**. (It has no effect on the **Community Pile**.) Draw up to 3 cards, if necessary, and end your turn. Any card on top of the **Community Pile** that has an ability will affect the next player instead.



*Note: If a **Dark Q** was on top of the **Community Pile**, you can play a **Skip** card and the next player will be forced to pick up the **Community Pile** instead.*

*Note: Although they are intended to be used with **Expansion #4**, the two **Skip** cards may be used as a stand-alone addition to the **Base Set** cards if you feel that you want to have some countermeasures to the **Dark Q**.*

*Note: For determining starting player, **Skip** cards are worth 0.*



## Tournament Mode

If you find yourself playing multiple games with the same group of people, you can keep score with a tournament to 20 or 40 **Gears**. Consider **Gears** like strokes in golf...the fewer the better!

At the end of each game, reveal all remaining facedown cards for each player and add up the **Gears** to figure out your score. Do not count any **Gears** that were on cards in your hand or on any faceup cards at the end of the game.

*Note: You can also use this **Gear**-counting method to determine who places 2<sup>nd</sup> in any regular game if you'd like.*



*Note: **Gears** are shown on the left side of the card, beneath the card value. Each **Gear** on a facedown card is worth 1 point, regardless of colour. Cards with five or more **Gears** have the 5th gear with a contrasting colour, purely for the sake of making it easier to count at a glance.*




*This 2 has 5 Gears and this K has 3 Gears.*

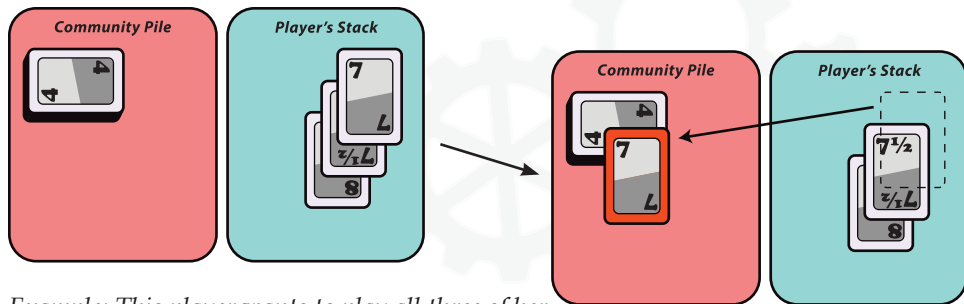
## Appendix: Playing Multiple Cards in a Stack

When playing multiple cards from the top of a *Stack* onto the *Community Pile*, the top card of the *Stack* becomes the first card played on the *Community Pile*.

*Note: This is relevant when considering:*

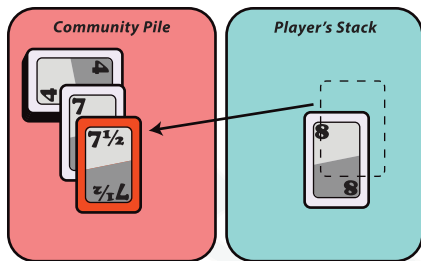
- the **Base Set's Dark Q**
- Expansion #2's Half ( $\frac{1}{2}$ ) cards** 
- Expansion #3's 9/5 split card**
- Expansion #4's Slow Down cards** 

*Note: This rule applies the same for faceup and facedown cards.*

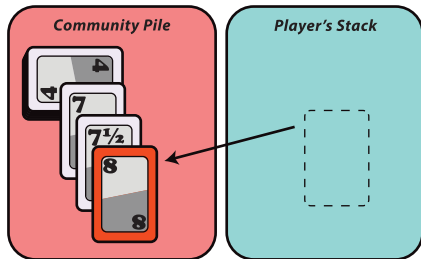


*Example: This player wants to play all three of her cards at once. The  $7\frac{1}{2}$  can be combined with the 7 and/or 8 so long as they're properly stacked.*

*The 7 gets played first.*



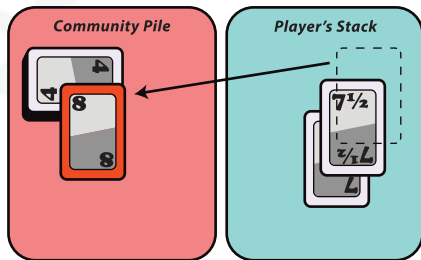
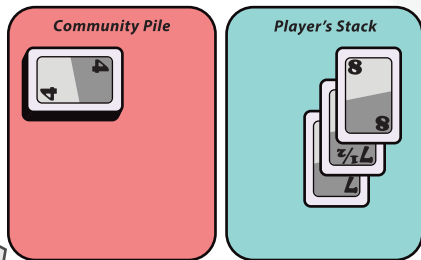
The  $7\frac{1}{2}$  gets played next.



The  $8$  gets played last.

It doesn't matter if any of these cards were facedown. The process is the same and any facedown cards get flipped faceup when played onto the **Community Pile**. (Remember that you can always peek at your own facedown cards.) Only the last card played (in this case the  $8$ ) is checked for any abilities. Here the player would not get to use any ability of the  $7$  or  $7\frac{1}{2}$ .

As a different example, if all the cards had started out in the reverse order, with the  $8$  on top, the scenario would have played out differently. The player could only have played her  $8$ , since the rest of the cards are stacked in the wrong order. The  $7\frac{1}{2}$  couldn't be played on the  $8$  because cards must go onto the **Community Pile** in increasing order.



## Credits

This project wouldn't have come to fruition the way it did without the input and immense support from our playtesters. A special thank you goes out to Daniel Mori, Ryan Coleman, Jonathan Trivett, and our other friends and family for helping make this happen.

For everyone who plays this game, we'd love to hear from you! Let us know what your favourite cards and mechanics are by dropping us an email at:

*[hello@tuckitgame.com](mailto:hello@tuckitgame.com)*

Check out our website for announcements:

**[www.tuckitgame.com](http://www.tuckitgame.com)**

Thank you for all your support,

-- Jonathan Sypal-Kohout & Aidha Shaikh  
(co-Creators and Designers)