

Abduktion



Abduktion Standard Employee Manual

Abduktion: Quickstart Guide

Welcome to Abduktion! We recommend you read the full instructions, but here's the idea:

Objective:

Rearrange your ducks into same color formations to match a Formation Card. Harder formations are worth more points – whoever scores highest at the end of the game wins!



Setup:

Everyone pulls 10 random ducks from the UFO and places them randomly on their boards.

Create a deck of 12 shuffled Formation Cards and flip over the top three, placing them on the table so they're visible to all.

On your turn, you'll try and rearrange your ducks to match one of these three Formation Cards – if you do, you get to collect it!



On your turn:

- Start with a hand of three Action Cards
- Use your Action Cards to manipulate the positions of your ducks in order to exactly match a Formation Card
 - If an Action Card removes ducks, put them back in the UFO. Shift your Board's remaining ducks downstream, then refill empty ponds.
- If your ducks match a Formation Card, abduct this duck group off your Board, and collect that Formation Card

Once you collect a Formation Card or run out of Action Cards, your turn is done.



After your turn:

- Place any abducted ducks back into the UFO
- Shift all remaining ducks on your Board clockwise downstream, and refill empty ponds with new random ducks from the UFO
- Flip over a new Formation Card if one was collected
- Draw new Action Cards until you have a hand of three total

The player to your left goes next!

How to win:

Once the final Formation Card is collected, the game ends.

Add up all the points on the Formation Cards you collected. Whoever has the highest score wins!

Tools and Components

Property of Abduction Labs Intergalactic

Quantum Pond Boards



The Quantum Pond Board provides each Intern with their own access to Deep Space for random duck formations. Each Board can hold 18 ducks.

After ducks are abducted, any new ducks entering the Board will roll out of the region of the Quantum Pond Board that will roll out from the abductee's direction, following the directional control arrows.

UFO

The abduction Labs Intergalactic research center will use the UFO to keep research subject ducks in stable while experiments are being conducted.



24 Formation Cards



Your daily duck collection assignments will be given in Formation Cards each morning. Each card will have a specific duck formation to be used in your abduction.

Each Formation Card also includes a specific name corresponding to the formation.

60 Action Cards



Available in 4 different varieties, Interns will use Action Cards to move ducks from one formation to another. Each card will have a specific name corresponding to the action.

80 Ducks



While valuable, these research (DUCKS) make valuable research subjects and are instrumental to our mission and profit margin.

Our scientists request that you report to specific formations in order to optimize their research, making your job as an Intern essential to our success.

Abduction Labs Intergalactic

Full Orientation Manual

Stock the Ponds

Place all ducks in the UFO. Don't worry, they like how cozy it is. In the 2 Core assignments – Stock the Ponds – a Quantum Pond Board will more sure the entrance to your Board is in the top left.

Fill each Pond on your Board with a random duck from the UFO, starting in the far downstream as possible (bottom left) and moving upstream. (The directional control arrows on each Board show the direction the stream flows.)



Hi I'm Sam, your new Supervisor!

As you know, ducks make excellent research subjects, and always your supervisor here on the Planet Earth. Let's get you up to speed on the Quantum Pond Board. You are able to study each area to collect ducks in the specific formations. I want to go, Good luck, welcome!

Display Formation Cards



Thoroughly shuffle the Formation Cards, then count out 12 and place them face-down in a stack. Flip over the top three Formation Cards and place them face up as an Intern can view them – these are your current assignments. Interns will compete to be the first to collect ducks in these Formations – ones with higher points will be worth more in your final performance review! Once a Formation Card has been collected, a new Formation Card will be immediately flipped over for it to be there should always be three Formation Cards visible, until they run out!

Get to Work!

Shuffle the Action Cards deck and place it in the middle. All interns draw three cards into their hand to begin, and the Intern who most recently saw a real duck takes the first turn.

During your turn, you will attempt to collect the highest point value Formation Card you can from the three currently assigned. You may use up to all three of your action Cards to remove, replace, and replace ducks in your Board to exactly match the image on a Formation Card. Some Action Cards may even be used on your fellow Interns' Boards!

Once an Action Card is used, discard it face-up in a pile next to the Action Cards deck. If the supply of Action Cards is ever exhausted, simply shuffle the discard pile, place it face-down and continue working. Do not pick up more Action Cards until the very end of your turn.

Example: An effective Intern might use their Action Cards like this to collect the Duckford formation.



NOTICE: If an Intern is unhappy with the ducks on their Board for any reason, on any of their turns, they can discard three Action Cards to abduct all ducks off their Board and replace with 10 new ducks.

Collect Formations

Three Formation Card assignments from your Supervisor will be available at all times, showing the specific formations of ducks that are currently in highest demand by our research team.

Formation Cards will instruct you to arrange ducks in the following ways:



When an Intern creates a Formation of ducks on their Board that exactly matches a Formation Card (both in shape and orientation), they may abduct this group of ducks from their Board and collect that Formation Card, which also earns them the number of points on the top left of the card.

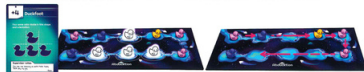
Collecting a Formation Card ends your turn – no Action Cards can be played afterwards! Keep any Formation Cards you collect face-down next to your Quantum Pond Board.

Restocking Your Ponds

Often, ducks will be abducted off your Board, either while collecting a Formation Card or by playing certain Action Cards. Like Reductions or Subductions.

Each time a duck(s) is removed from a Board, all remaining ducks shift downstream following the directional comets on your Board. Thus all remaining ducks downstream will there be no empty ponds, and place all removed ducks immediately back into the UFO. Shake the UFO to remove any residual quantum energy, and then refill remaining empty ponds one at a time with new random ducks from the UFO, starting downstream and working back towards the beginning.

Example: If this Formation of white ducks was removed, all remaining ducks would shift downstream, like this:



Then, refill any empty ponds with new ducks from the UFO, starting with the space furthest downstream.

Adjusting Internship Difficulty and Length

Seeking a longer internship, or participating with a more advanced group? Try making these adjustments for a more challenging experience:

- Increased Difficulty:** Remove all Formation Cards with point values of 4 or lower. Remove this will create a more strategic, slower-moving experience – for advanced interns only!
- Decreased Difficulty:** For a group of Junior Interns, remove all Formation cards with point values of 6 or higher.
- Increased play time:** Simply increase the number of Formation Cards in this deck to 50, 100, or even all 200 for an extended internship. (Extra cards are recommended for interns extending their work experience.)

General FAQ

- Do I have to collect a Formation Card if I have the matching Formation on my Board?
No, the interns can just collect it (you may want to award your ducks for a higher value Formation Card as reward).
- What do we do if there's a tie?
Tie the intern closest from the source round back to the source.
That player's opponent playing that tie back and remove from the assigned game. (Interns may play other ducks in other. The player who collected the first card wins.)
That player's duck has to be removed and sent.
- Is there any advantage to any of the duck colors?
None. All ducks have the same name and are equal amounts in the UFO. (Though, this means all current ducks in the experience game – you should know this.)
- Are the ducks harmed when abducted or during the research process?
No, as in full compliance with intergalactic Ethics Code 24.11b, all duck research efforts are handled humanely. Interns may not harm or mistreat any ducks, and must be returned to their habitat.

Action Cards FAQ

- Can I effect the ducks on other interns' boards?
You may use an Action Card on other interns' ducks only if the card says it may be played on an opponent's Board, but you may not use it on the same intern's own ducks. You may play an Action Card on your own Board.
- What does "Next to" mean?
"Next to" means ducks that are in adjacent ponds, either horizontally or vertically. Diagonally, doesn't count.
- How does the Body Snatcher card work?
Send any three ducks on your Board that don't have to be next to each other and place them back into the UFO, but don't move your remaining ducks downstream. Randomly select a duck from the UFO, and place it at the pond that is closest to which of your empty three ponds you'd like to place such that duck (you don't have to place them randomly). Why?

Ending Your Turn

Your turn ends when you collect a Formation Card, use all three of your Action Cards, or decide to pass your turn after playing only some of your Action Cards.

Once your turn ends, take these steps:

- If you successfully collected a Formation Card, flip over a new Formation Card.
- Place any abducted ducks back into the UFO, move remaining ducks on your Board downstream, and replenish any empty ponds with random ducks.
- Draw more Action Cards until you have three total in your hand (you should never have more than three).

Now, the Interns to your left begin their turn!

Each turn is a strategic Action Card and after each turn, a new Formation Card is drawn. This is a game of chance and skill.

Ending the Game: Final Performance Review

All Interns take turns collecting Formation Cards until all 12 have been collected. This tends to get more difficult. Sincerely, for underperforming interns near the end of your internship.

When all 12 Formation Cards have been collected, each Intern calculates the total combined point value of their collected Formation Cards and reports this amount to their supervisor. The Interns with the highest points wins and is awarded an immediate performance review.

We look forward to hiring one of you for a full-time position with Interdimensional Labs Interplanetary. There you will be hired on as a contractor. This position does not include a benefits package, health insurance, or your own desk.)

Solo Career Development: Single Player Version

Interns interested in continuing their professional education are permitted to conduct research individually on their own time and without pay.

Setup

Shuffle the Formation Cards deck and place the entire stock of 200 cards face-down. Then, flip over the top three Formation Cards to reveal the first assignments. Populate your Board with 10 random ducks. Because individual research is more difficult, you may take five Action cards to start.

Get to Work!

Conduct research as usual, spending Action Cards to rearrange ducks and collecting Formation Cards by exactly matching the ducks on your Board to the Formation Cards.

NOTICE: All Action Cards are used in their usual way, except for the Boardmate Cards. Instead, use these cards to pick up ducks from your choice from the UFO and exchange it with any duck currently on your Board.

After collecting each Formation Card, you may draw two more Action Cards, up to an overall hand limit of five cards. (E.g., if you have four cards in hand, you may only draw one additional.) If the supply of Action Cards is ever exhausted, simply shuffle the discard pile, place it face-down and continue working.

Your Solo Career Development
opportunities concludes immediately if you run out of Action Cards and are unable to collect a Formation Card.

Scoring

Once your research round is finished, please refer to the scoring chart for promotional opportunities and to see how you rank against other solo researchers. Collecting all Formation Cards during one research experience is possible, but increasingly rare. Doing so will result in an immediate promotion to CEO (assuming, of course, the Intern is able to best the current CEO in head-to-head combat, as is standard policy.)