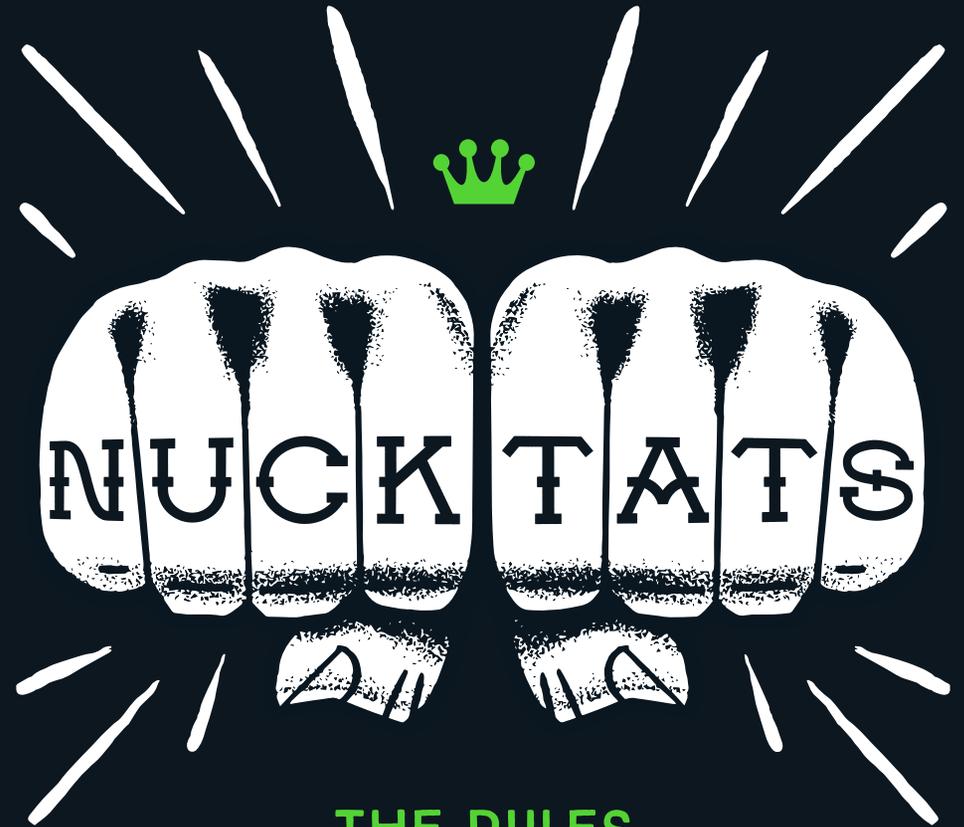


2DAY • 4EVA • ACES • AHOY • ARCH
 ARMY • AWAY • BABY • BEAR • BEAT
 BEST • BIRD • BLAH • BOOM • BOSS
 BURN • BRAG • BRUH • CARE • CASH
 CHOP • CITY • CLUB • COOL • CRAY
 DANG • DAWG • DEAD • DEAL • DICE
 DOWN • DRAW • DUCK • DUDE • DUTY
 EDGE • ENUF • EVIL • EYES • FACE
 FAIL • FAST • FEAR • FEEL • FINE
 FIRE • FISH • FOMO • FOUR • FREE
 FUND • GALS • GAME • GANG • GOAT
 GOLD • GOOD • GRAB • GRIP • HAIR
 HAND • HARD • HATE • HEAT • HOLE
 HOLY • HUGE • HYPE • JAZZ • JUNK
 KING • LADY • LIFE • LOLZ • LORD
 LOVE • MASK • MASS • MEME • MEOW
 MIND • MOST • MWAH • NEXT • PAIN
 PHEW • PINK • PLAN • PLAY • QUIT
 RAGE • RARE • REAL • ROCK • ROFL
 ROSE • RUDE • SALT • SICK • SKIN
 SLAP • SLAY • SLOW • SOFT • SPAM
 STAR • SWAG • TEAM • TOWN • TRUE
 TUFF • UGLY • UNIT • VIBE • VIEW
 WARM • WEAK • WILD • WISE • WORD
 WORK • YEAH • YEET • YOLO • YOOU
 YUCK • ZANY • ZERO

AGES 13+ • 3-6 PLAYERS • 20-40 MINUTES



THE RULES

COMPONENTS



6 NUCK BOARDS
 6 PLASTIC CLIPS
 6 DRY-ERASE PENS
 250 CUSTOMER CARDS
 18 TIP CARDS
 THE RULES



funkogames.com/PlayNUCKTATS

Learn how to play with a quick video, or continue reading these rules.

“WHAT’S A NUCK TAT?”

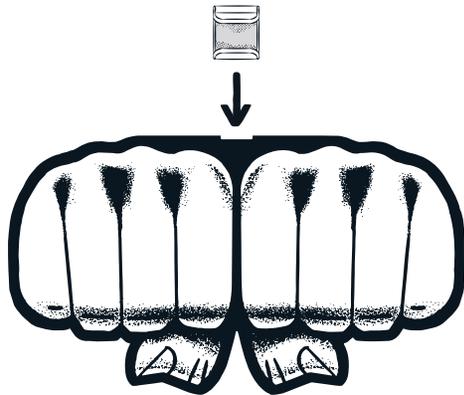
- 8 characters—one for each NUCK.
- Letters, numbers, symbols, and pictures are all OKAY.
 - Spelling doesn’t matter.
- Above all, follow the RULE of COOL.

SETUP

1. Place the Customer card box within reach of all players.
2. Each player takes a NUCK board, a pen, and three matching Tip cards.
3. The player with the most tattoos is the judge for the first turn.

NUCK BOARD ASSEMBLY

Before your first game, place a plastic clip on each NUCK board. Then place a dry-erase pen in each clip.



Funko
GAMES
funkogames.com

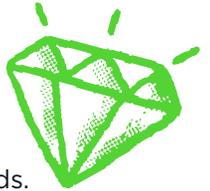
 /FunkoGames
 @FunkoGames
 @FunkoGames

TM & © 2023 FUNKO, LLC. FUNKO GAMES™ is a registered trademark of Funko Games.
All rights reserved. E1

EACH TURN

1. The judge reveals a new Customer card.
2. Each other player secretly writes a NUCK TAT for that customer, then gives their board to the judge face down.
3. The judge shuffles the NUCK boards, then reveals and reads each NUCK TAT aloud.
4. The judge chooses the NUCK TAT they feel best fits the customer. The writer of that NUCK TAT is awarded the Customer card.
5. Players can give tips to NUCK TATS that the judge didn’t choose. Tips are explained here.
6. All players take back their NUCK boards and erase them.
7. The player to the judge’s left becomes the new judge.

WINNING THE GAME



When all players have been the judge twice, the game ends.

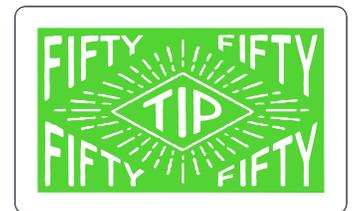
Each Customer card is worth **100** points. Tips you got from other players are worth **50** points each, but only if you gave away all three of your own Tip cards.

The player with the most points wins. If there’s a tie, go get a tattoo, then play again!

TIPS

If the judge doesn’t pick your favorite NUCK TAT, give it a tip!

After the judge chooses, place a Tip card on a NUCK TAT the judge didn’t choose. You may only give one tip per turn. The judge can’t tip and you can’t tip yourself.



When you take back your NUCK board, take any tips on it too. Tips are worth 50 points each—but only if you give away all of your own tips during the game.

IF YOU’RE STUMPED, FLIP FOR IDEAS! →