

TIPS AND STRATEGIES FOR DARKWING DUCK!

- Obscured terrain, as represented by a Smoke token (which is placed by the Gas Gun item), can be used to shield vulnerable allies from ranged attacks while Darkwing Duck is fighting in the thick of things.
- Be careful! A clever opponent can hide behind a Smoke token to take advantage of its placement.
- If a player has Darkwing Duck with the Gas Gun, his trait and the item power both activate at the beginning of the turn. When this happens, the player does the actions in the order they prefer.
- Pair Darkwing Duck with characters that create minion tokens. The tokens can help to hide him, so he can more effectively use his trait.
- Darkwing Duck is exceptional at darting out of combat with Daring Duck of Mystery, then jumping back into the fray the next turn with his trait.



DWD100 WOe01

The DARKWING DUCK

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CONTENTS:

1 Character, 1 Character Base, 1 Character Card, 1 Gas Gun, 1 Item Card, 1 Exhausted Marker, 3 Smoke Tokens, 2 Ability Tokens, 6 Points, Instructions

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POP! **FUNKOVERSE**
GAME EXPANSION



REFRESH YOUR GAME WITH DARKWING DUCK!

INSTRUCTIONS

Darkwing Duck is designed to be combined with your existing *Funkoverse™* Strategy Games. A 4-character or 2-character game is required to play this expansion.



WATCH THE HOW TO PLAY VIDEO!

go.funko.com/DisneyFunkoverseHowToPlay

**COMPATIBLE WITH ALL
FUNKOVERSE STRATEGY GAMES!**

TERRAIN

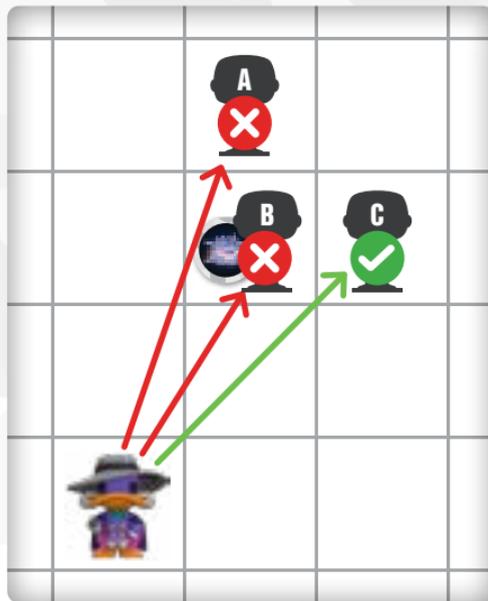
Terrain is a modifier that affects squares on the board. Different kinds of terrain will have different effects. A square can have more than one type of terrain.

OBSCURED TERRAIN

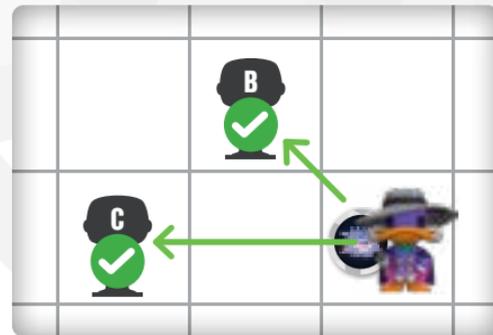
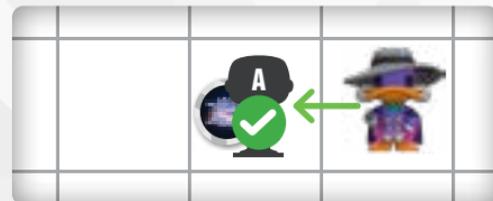
Obscured terrain is a type of terrain that prevents characters from seeing into or through a square. This is reflected by two rules:

- Characters that are not adjacent to a square with Obscured terrain cannot see that square.
- Obscured terrain blocks sight through its squares as if it were a standing rival character. See **What Your Character Can See** in the Funkoverse Strategy Game instructions (rules 2 and 4).

Obscured terrain does not block movement.



Darkwing Duck cannot see **A** or **B**, because he is not adjacent to the Smoke token's square. He can see **C**, because his sight line passes through the corner of the square.



Darkwing Duck can see **A** because he is adjacent to the Smoke token's square. He can see **B** and **C**, because while in the Smoke token's square, it doesn't block what he can see.