

Game RuleSheet

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The Adventures of Rubber Band Man RuleBook

StoryLine: You are a rubber band man that lives in the rubber band king office land. The office has been taken over by the evil queen paper clip and her hoard of paper clip men and she has kidnapped the rubber band prince. It is up to you to rescue the prince and free the office from the paper clip queen.

Objective: Be the first rubber band man to collect 5 different colored keys to unlock the boss office in order to defeat the paper clip queen.

Contents: 1 events deck (18), 1 items deck (20), 1 key deck (8), 1 six sided dice, 4 player tokens, 4 player cards

Setting Up: Each Player must start in the pink office room. Each Player must Draw a player card.

Game Play: Each player takes turns and during each turn they may take one of three actions, draw an event card, search for items, move.

Before a player moves to a new room, they must find a key in the current room that they are in. The players must complete events in order to earn key cards. If a player completes the tasks on the event cards successfully they will receive a key as indicated on the cards. If a player does not complete the tasks indicated on the card, they must keep the card with them and attempt to complete the task on their next turn. They must do this until they have completed the task.

Players may also search for items in each room. Items will either help players complete tasks or enhance their health, attack, or movement. When searching for items the player must roll the dice, if they roll an odd number then they may draw an item card. If they roll an even number then they cannot draw an item card and must wait until their next turn.

Players are allowed to move forward, backward, and side to side. Players are not allowed to move diagonally. Each time a player wishes to move, they must roll the dice to see how many spaces they may move.

When players have collected 5 different colored keys, they are allowed to enter the red boss's office where they will face off with the queen paper clip. The first person to defeat the queen is the winner of the game.

Special Conditions: If a player fails to defeat the queen paper clip on their turn, they must return to the pink room where they started. The player does NOT need to collect 5 keys again, they only have to move from the starting point back to the red boss's office to face off with the queen again. Players must do this until someone defeats the queen and finishes the game.

Winning: The player that collects five keys and defeats the queen paper clip first wins the game.

Number of Players: 2-4
