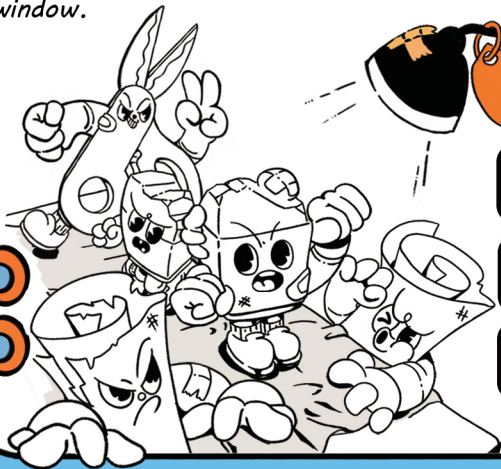


Rubber Paper Scissors

Once the final lights are flicked off and the footsteps of the last employees fade away, the stores of the neighborhood come alive. Toys, tools, and other goods all leave their packaging and get on with their night. But among them, the **Blue** and **Orange** squads have been in a fight for power, claiming the most prized locations to expand their influence. And now? A new stationary store just opened and it is time for you to pick a side and battle over the shop window.



Rubber, Paper, Scissors is played over 9 rounds. Each round consists of a “rock (rubber), paper, scissors” duel that gives the winner an edge as both players are trying to wrest control over the shop window by collecting items and strategically positioning their squad members. If you aren’t strong and you aren’t lucky, you had better be smart.

Think “Rock, Paper, Scissors” is just a game of chance? Think again! One 2014 study shows that players who have just won a round tend to stick with the same move in the following round and players who lose are prone to immediately choosing a new one.

Scissors is statistically the least used move. Throwing paper when in trouble may just save you!



Components



Tape x5
Glue x5
Ruler x5

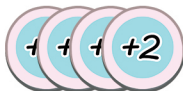
Equipment x15



Equipment Bonus x4



Crown x3



+2 Bonus x4

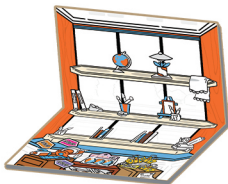


Orange x9
Blue x9

Squad Member x18



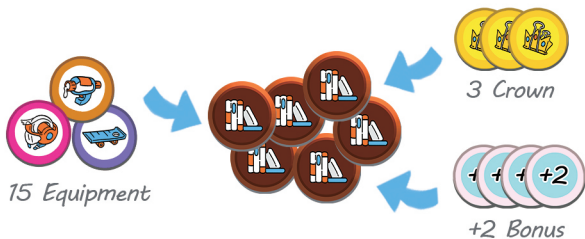
Goggles x4



Shop Window Board x1

Setup

1.  Place the Shop Window Board within reach of both players.
2.  The players choose their color and take their respective 9 Squad Member tokens.
3.  Shuffle the 15 Equipment, 3 Crown, and 4 +2 Bonus tokens face down.



Randomly place one token **face down** on each of the nine locations on the Shop Window Board. Then, randomly place a second token **face up** on each of the nine locations.

4.  Place the 4 remaining unused tokens **face down** to the side without looking at them. Both players should not know which of these tokens are not in play.



5.  Place the 4 Equipment Bonus and 4 Goggles tokens back in the box. They are not used in the base game.

**see p. 10 for "Advanced Rules."*

Goal and Game End

After the **9 rounds**, both players proceed to scoring and the player with the highest score wins; however, if any player claims all 3 Crown tokens at any time, the game immediately ends and that player is the winner.

How to Play

The Shop Window Board is divided into **9 locations*** (think “Tic, Tac, Toe”). Each round, both players battle over one location, starting from the top left (i.e., first round) and moving to the next (see below). Each round consists of two phases: “Duel Phase” and “Action Phase.”

Locations*

The first location (i.e., first round) is the top left. Then, the subsequent 8 rounds proceed as follows:



1. Duel Phase

Both players engage in “Rock (erhm...,” “Rubber”), Paper, Scissors” to decide who wins the duel and can exert the most power on that location. If both players throw the same move resulting in a tie, continue until one player wins.

*In a fight over stationary, feel free to instead shout: “rubber, paper, scissors!”

Friendly Reminder



Rules for “Rubber, Paper, Scissors”: Both players start by saying “rubber, paper, scissors” in unison. On “scissors,” each player simultaneously uses their hand to throw rubber (form a fist), paper (make your hand flat), or scissors (extend your index and middle finger). Rubber beats scissors; scissors beats paper; and paper beats rubber.

2. Action Phase

Each location consists of 3 actions and players may not pass or decide to not take an action. The winner of the Duel Phase **first** chooses and takes 1 of the 3 actions at the location being battled over. The losing player **then** chooses and takes 1 of the remaining 2 actions. **Finally**, the winning player takes the last action available.

The Three Actions

1.  Claim the face-up token and place it in front of you.
2.  Claim the face-down token and place it in front of you.
**The face-down token is immediately revealed after it has been claimed.*
3.  Place one of your Squad Member tokens onto the location, showing that you control it.

Both players then move on to the next location and begin a new round.

**If at any point, a player claims all 3 Crown tokens, they immediately win the game!*

Scoring

-  Each line of 3 Squad Member tokens in a row is worth 3 points.

(Lines can be horizontal, vertical, or diagonal.)

-  Each set of Equipment tokens of the same type based on how many the player has is respectively worth 1/2/5/3/8 points.

(Be careful of claiming that fourth equipment token, but pushing for the fifth may just be worth the risk!)

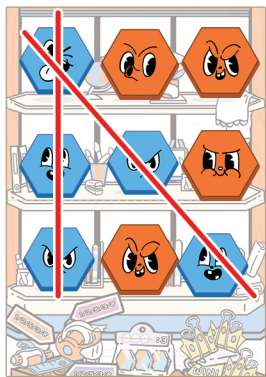
-  Each +2 Bonus token is worth 2 points.

Most people hate feeling predictable when facing their opponent. After tying in two straight rounds throwing the same move, the vast majority of people succumb to the pressure and choose a new one.



The player with the most points wins and claims ownership of the store! In the case of a tie, the player with the most lines wins the game. If still tied, begin a new game!

End Game Scoring Example



Howard



 x2 6 pts.

 5 pts.

 2 pts.

 0 pts.

Total = 13 pts.



Coco



 x0 0 pts.



3 pts.

 1 pt.

 1 pt.

 2 pts.

Total = 7 pts.

Advanced Rules

The advanced **Equipment Bonus** and **Goggles** tokens bring a deeper level of strategy to **Rubber, Paper, Scissors**. The two modules can be added to the base game individually or both together to create a more complete experience. We suggest first adding each module separately to get a feel for what they bring to the game.

Equipment Bonus Module

During setup, place the 4 +2 Bonus tokens  back in the box and replace them with the 4 Equipment Bonus tokens    . Follow the Setup and How to Play as normal. During scoring, each claimed Equipment Bonus token is potentially worth additional points for that player:



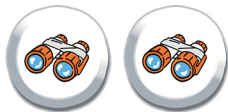
Each  /  /  is worth an additional 1 point.



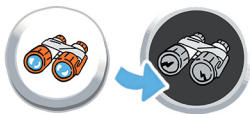
Each  is worth an additional 2 points.

Goggles Module

During setup, both players take 2 Goggles tokens.



At any time during the course of the game, a player may spend a Goggles token to secretly look at any face-down token on the Shop Window Board. After spending a Goggles token, flip it over.



During scoring, each unused Goggles token is worth 1 point.

A study by the University of Tokyo shows that men throw rock (ahem, "rubber") ~35% of the time, whereas women only throw it at a rate of ~29%.

Being able to read your opponent's body language is key. Similarly, do not be afraid to trash talk and bluff!

Bravado is a part of the fun.

But now that your opponent has also read the tips, what to do? What to do.... Let the mind games begin.

Credits and Publisher

Game Design	Anthony Perone, Leon Liu
Illustrator	Yuanmomoco
Graphic Design	Yuanmomoco
Game Developer	Anthony Perone
Producer	Lenny Liu
English Translator	Phillip Dieringer

Special thanks to all the playtesters and proofreaders.

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