

GAME RULES

KAUCYHUK

OREN SHAININ & YANIV KAHANA



KAUCHUK

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You have found a way to bend time and space by means of a rare elastic substance known as KAUCHUKIUM. Now you are able to travel to foregone and yet undiscovered worlds in search of amazing treasures! Choose the best tactics, replenish your energy supply, collect valuable items and don't drag your feet. Be the first to BAND THE WORLD!

CONTENTS

- 🏠 a 3D game base
- 🏠 12 interchangeable two-sided game boards
- 🏠 50 cards in 5 different colors
(10 of each color)
- 🏠 about 100 rubber bands in 4 different colors
(about 25 of each color. You will not need more than 18 rubber bands of each color, but we added a few extra bands just in case.)
- 🏠 50 energy tokens
- 🏠 4 markers in the colors of the rubber bands
- 🏠 1 round marker
- 🏠 1 scoring track
- 🏠 game rules



GOAL OF THE GAME

Earn the most victory points by collecting valuable items and fulfilling specific tasks for the chosen locations!

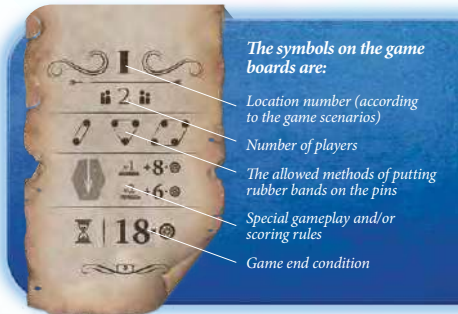
Note: Before your first game you might need to remove the cut out particles from the holes in the game boards. Putting a board on the game base will make it easier.

SET-UP

- 1** Place the **3D-base** in the center of the table. Put one of the **game boards** on top of the base so that all the holes on the board match the pins of the base (to get familiar with the game, we recommend you to start with the board 'Jungle Temples').
- 2** Assemble the **scoring track** and place it around the playing area.
- 3** Every player gets **rubber bands** and a **marker** in the chosen color. Place your marker on space '0' of the **scoring track**. If there is a limited number of rounds in your chosen scenario, place the **round marker** on space '1' of the **round & image track**. At the end of each round move the round marker one space further.
- 4** The most flexible player starts the game. Then the game proceeds in a clockwise order. Shuffle the **cards** and deal:
 - 4 cards to the first player,
 - 5 cards to the second player,
 - 6 cards to the third player (in a 3- or 4-player game),
 - and 7 cards to the fourth player (in a 4-player game).

These cards allow you to convert natural resources into kauchukium and use it to explore territories and collect treasures!
- 5** Then place **5 more cards face up** next to the game board to form an **open supply of resources**. Place the rest of the pile face down next to the open supply.
- 6** Place the **energy tokens** next to the game board.

Important! In each game scenario the boards are different for each number of players. Make sure to choose the correct game board for your number of players.



Note: In some scenarios of the game certain set-up instructions may differ from the basic set-up described here. In those cases follow the set-up instructions for the chosen scenario.

Set-up for 4 players

PLAYING THE GAME

A player has 2 actions per turn. They may choose to perform any of the following actions (in any combination or order):

1. TAKE 2 CARDS
2. PUT A RUBBER BAND ON THE BOARD

Important! The following are only the basic rules of the game. Read the additional rules for your chosen scenario in the corresponding section of the rules.

1. TAKE 2 CARDS

Take **two cards** from the draw pile and/or from the open supply in any combination, thus replenishing your reserve of natural resources to further explore and enclose territories. There is no hand limit.

At the end of this action fill the open supply up to 5 cards from the draw pile. If the draw pile runs out, shuffle the discard pile and use it as a new draw pile.

2. PUT A RUBBER BAND ON THE BOARD

On each game board you will see treasure and energy symbols as well as some other symbols specific to some locations. Your **goal** is to collect as many valuable items as possible by controlling sections of the board or by fulfilling tasks unique for each location:

- 🏠 If the section that you take control of contains treasure symbols 🏠, earn 1 victory point for each treasure symbol (move your marker the corresponding number of spaces forward on the scoring track);
- 🏠 If there are energy symbols ⚡, take the corresponding number of energy tokens from the reserve.
- 🏠 Other symbols are described in the rules for specific scenarios.

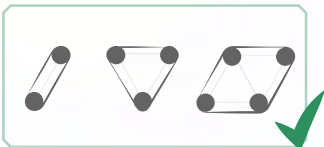
Important! All valuables, energy tokens and artifacts on a board can be collected only once. Other players may explore, enclose or cross the controlled territories if necessary, but they do not collect treasures or energy tokens from these territories again.

TO TAKE CONTROL OF A SECTION OF THE BOARD YOU MAY EITHER EXPLORE OR ENCLOSE IT.

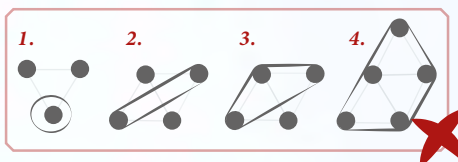
Exploring:

To explore a section of the board stretch one rubber band between 2, 3 or 4 pins respecting the lines on the board and discard the cards in the matching colors:

Correct methods of stretching rubber bands



These methods are incorrect because:



1. At least two pins must be occupied by a rubber band
2. The lines between the pins are not respected
3. Not all the lines are respected
4. More than four pins are occupied

A section of the board inside a rubber band is considered **explored**, and the exploring player collects all the valuables and energy tokens inside the rubber band.

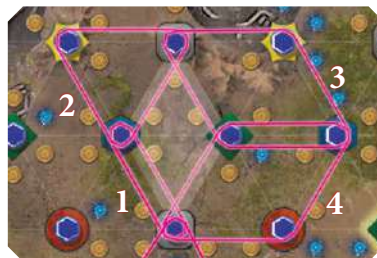
Note: some methods of stretching rubber bands are not allowed in certain game scenarios (while some new ones appear in others). Therefore, pay close attention to the additional rules of each game scenario. The allowed methods of using rubber bands are also shown in the top left corner of each game board.

Enclosing:

Aside from exploring territories, players can also **enclose** sections of the board. A section is considered **enclosed** if it is completely surrounded by rubber bands of the same player. Such enclosed territories may consist of several triangular sections of the board and contain other players' rubber bands. The player enclosing the territory collects valuables and energy tokens the same way as with the explored territories.

Example:

1. The first rubber band is stretched between two pins.
2. The second occupies three pins.
3. The third occupies four pins.
4. By putting the 4th rubber band, the player explores two triangular segments inside the band and simultaneously encloses two more (the white area), thus collecting 1 energy token and 6 victory points at once.



RULES FOR OCCUPYING PINS:

- 👑 When stretching the first rubber band, use at least one of the glowing (starting) pins on the side of the game board closest to you.
- 👑 Every band after that must share at least one of the pins with the previously stretched rubber band(s) of the same player.

DISCARDING RULES:

- 👑 To occupy a pin you must discard a card of a matching color:
 - o If there are **no rubber bands** on the pin yet, the card is placed face up into the discard pile;
 - o If there is **your own band** on the pin, do not discard any cards for it (this pin is already yours, even if there are other rubber bands besides yours on the pin);
 - o If there is already **another player's band** on the pin, give the card to the owner of the band. If there are two or more different bands on the pin, you may give the card to any of the band owners;
- 👑 **Two cards of the same color** may be used as a wildcard to occupy a pin of any color. If the pin is already occupied by other players' rubber bands, give both cards to one of the owners or divide the cards among them.

Example:



In order to put the 4th rubber band (example on the left), the player has to discard only a red card. The grey, blue and green pins are already occupied by rubber bands of the same player. With this band the player also encloses two triangular segments.

To enclose this territory, the player could have put a rubber band only on the grey and green pins (example on the right) without discarding any cards at all. But in this case the player still has to use one of their two actions.

Example:

Megan (pink bands) has 4 cards. She puts a pink rubber band on the green, blue and yellow pins on the board. The blue pin is free for her because it is already occupied by one of her bands.



The green pin has not yet been occupied by anyone, so Megan puts the green card face up in the discard pile. Megan does not have a yellow card, so to occupy the yellow pin, she gives two grey cards instead to the owner of the blue rubber bands because he had occupied this pin earlier than Megan has.

ADDITIONAL ACTION:

Once a turn you may use 3 energy tokens from your supply to take an additional (third) action (take 2 cards or put a band on the board). The additional action must be performed immediately. Put the three energy tokens back to the reserve.

END OF THE GAME

End of the game conditions and final scoring are different for each game scenario. Read the corresponding section of the rules for each location. But in any case the following **common rules** are applied:

- 👑 The players **always** finish the last round. All players get an equal number of turns during a game, even if the game end condition is met at the beginning or in the middle of a round. After the last round the players proceed with final scoring if necessary.
- 👑 Every 3 **unused energy tokens** in a player's supply at the end of the game earn their owner 1 **victory point**.
- 👑 The winner is the player with the most victory points. In case of a tie the player who managed to use **fewer rubber bands** during the game becomes the winner. If there's still a tie, all the tied players win.

***Important!** Remove all rubber bands from the base after the game. It is not recommended to keep your rubber bands on the pins or overstretch them, for it may lead to their faster wear and tear.*



GAME SCENARIOS

KAUCHSUK

OREN SHAININ & YANIV KAHANA

1

LOCATION 1

JUNGLE TEMPLES

You finally managed to make a kauchukium-fueled space-time jump and found yourself on the edge of a tropical jungle. The scenery and the heat remind you of tropical Asia. And it's a common knowledge that in the heart of Asian jungles there are lots of abandoned temples. So you decide to venture into the forest. Find boundless riches in the heart of the jungle and cross to the opposite edge to be the first to get a bonus for speed.

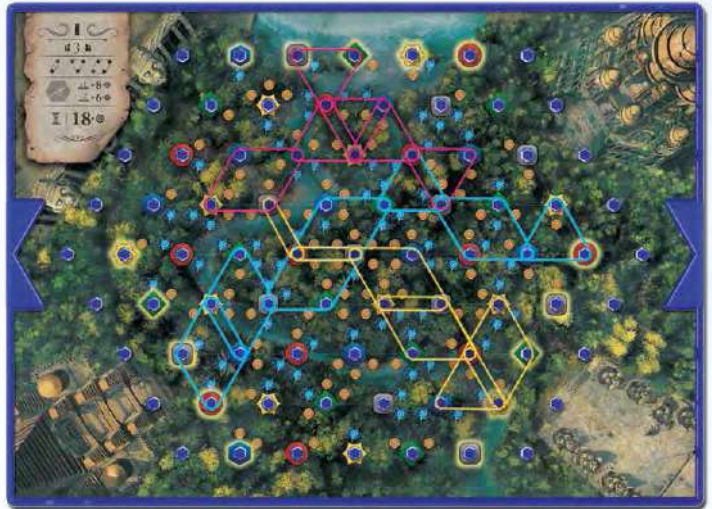
ADDITIONAL SET-UP

According to the number of players take **game board 1** for 2, 3 or 4 players.

ADDITIONAL GAMEPLAY

Each player starts putting their rubber bands on the board using at least one of the glowing (starting) pins at the edge of the game board closest to them.

Your **goal** is to earn the most victory points by collecting valuables on the board and, possibly, crossing the board to the **opposite edge from your starting point** for a hefty bonus. The first player to reach the opposite edge of the board earns **8 additional points**, the second player to do so earns **6 additional points**.



Example:
Only the owner of the blue rubber bands has managed to reach the opposite edge of the board. Therefore, he earns 8 additional points immediately upon crossing the board.

END OF THE GAME AND SCORING

The game ends when one of the players earns **18 victory points** or more. The players then finish the round if necessary.

2

LOCATION 2 VOLCANO

You unexpectedly find yourself at the top of a volcano that is about to explode. There are some classical buildings at its foot, obviously abandoned. The residents must have fled in fear of the eruption and left plenty of valuables behind. You have a unique opportunity to salvage at least some of them, but hurry up — you are running out of time.

ADDITIONAL SET-UP

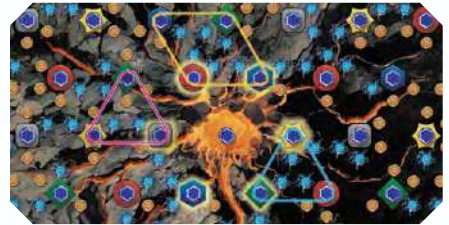
According to the number of players take **game board 2** for 2, 3 or 4 players.

This scenario has a limited number of rounds, so place the **round marker** on space '1' of the round track and move it one space further at the beginning of each next round.

ADDITIONAL GAMEPLAY

Players start the game using at least one of the glowing pins **immediately adjacent to the volcanic crater**.

Example of the first round in a 3-player game



END OF THE GAME AND SCORING

The players have only **6 rounds** to collect as many valuables as possible before the eruption of the volcano and immediate evacuation. To evacuate yourself and all the retrieved treasures, you must have **at least 7 unused energy tokens** in your supply by the end of the game. Discard the 7 tokens and exchange the remaining tokens (if any) for the victory points. If by the end of the game you have **fewer than 7 energy tokens** in your supply, alas, you have to leave all the valuables at the foot of the volcano and save your own neck. In this case you lose automatically.

3

LOCATION 3

CITY ON THE ISLES

With the latest time-space shift you emerge in a city on isles divided by a network of water channels raging with energy. The city is bound to sink someday soon. But who will save its legacy? You have a unique opportunity! Use narrow ‘bridges’ to cross the channels and accumulate kauchukium energy if you want to move through the city faster and collect the most valuables.

ADDITIONAL SET-UP

According to the number of players take **game board 3** for 2, 3 or 4 players.

ADDITIONAL GAMEPLAY

Players start the game using at least one of the glowing pins at the edge of the game board closest to each player.

The islands on the game board are separated by water channels which can be crossed **only** by narrow ‘bridges’ (one rubber band occupying 2 pins on different sides of a channel), allowing the players to collect energy tokens. Valuable articles on the islands though can be gathered **only** by exploring territories. Enclosures are irrelevant in this scenario.

Example:

In a series of turns Ian explored territories on three islands (thus earning 16 victory points and 2 energy tokens) and crossed a channel in three different places (earning 6 more energy tokens). As a result, a part of the channel is enclosed by Ian's rubber bands, but he does not collect the energy inside this enclosed section.



END OF THE GAME AND SCORING

The game ends when one of the players earns **18 victory points** or more. The players finish the round if necessary.

4

LOCATION 4

PLATEAU IMAGES

You end up on a bare plateau streaked with enormous lines of mysterious images — evidence of an ancient civilization once living in this place. The images are brimming with kauchukium energy, but apart from that there seems to be nothing of value here. These unusual images, however, are a treasure in themselves that will bring you glory and wealth!

ADDITIONAL SET-UP

According to the number of players take **game board 4** for 2, 3 or 4 players.

Place the round marker on space '0' of the **round and image track**. Each time the last segment of an image is explored, move the marker one space further on the track.

ADDITIONAL GAMEPLAY

Players start the game using any of the **unoccupied glowing pins in the middle** of the game board.

Your **goal** is to **complete** as many images as possible and to avoid empty segments. An image is **completed** when all its segments are **explored** with rubber bands (belonging to one or more players). It is allowed to explore segments of different images with a single band. If you explore or enclose a segment of the board without an image on it, you **lose 3 victory points** (or as many points as you have, if you have not yet earned enough points) for every such empty segment.

The following rules of scoring are applied in this scenario:

- 👑 **1 victory point** per triangular segment of an image (i.e. if you put a rubber band on 4 pins at a time, exploring 2 triangular segments, you earn 2 victory points);
- 👑 **1 additional point** for the final segment of each image;
- 👑 As soon as an image is completed the players who explored the most of its triangular segments earn:
 - **1 additional point** if the image is small (4 triangular segments of the board);
 - **2 additional points** if the image is medium-sized (5 triangular segments);
 - **3 additional points** if the image is large (6 triangular segments).

Note: If 2 or more players control an equal number of the image segments, each of these players earns the full amount of points.



Example:

1. On her turn Alice (orange rubber bands) stretches a rubber band between 4 pins, exploring two segments of an image. As a result of this action, an empty segment (1a) is enclosed by bands of different colors, so no players lose points over it.
2. Then Megan (pink rubber bands) explores a new image, earning 2 victory points for the segments and 1 energy token. However, an empty segment (2a) is enclosed by her rubber bands as a result of her action, so after scoring the explored segments Megan loses 3 victory points for the empty segment.

END OF THE GAME AND SCORING

The game ends when the following number of images is completed:

- 👑 5 images in a 2-player game;
- 👑 7 images in a 3-player game;
- 👑 9 images in a 4-player game.

The players finish the round if necessary.



LOCATION 5

ANCIENT RUINS

After another space-time shift you land among semi-ruined buildings, monuments and fossils. This must be an important archeological site! You may explore it, but carefully enclosing some areas for future explorations will bring you a more generous reward.

ADDITIONAL SET-UP

According to the number of players take **game board 5** for 2, 3 or 4 players.

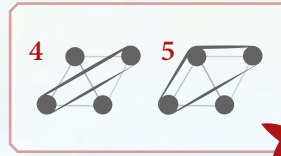
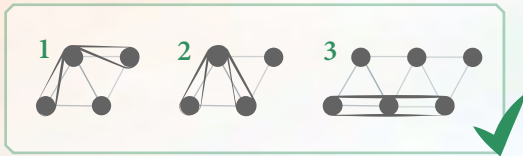
This scenario has a limited number of rounds, so place the **round marker** on space '1' of the round track and move it one space further at the beginning of each next round.

ADDITIONAL GAMEPLAY

Players start the game using at least one of the glowing pins at the edge of the game board closest to each player.

In this scenario players may resort to a new way of occupying pins — ‘**long barriers**’. To make a long barrier, a player stretches a rubber band between three pins in a path-like manner respecting the lines drawn on the board and discards a corresponding card for each newly occupied pin.

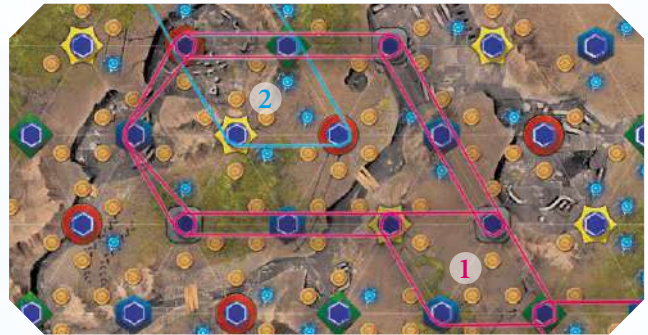
Long barriers can be straight (3) or bent (1 and 2):



Bands 4 and 5 cannot be considered long barriers because

- *rubber band 4 occupies only 2 pins which are not connected by a line;*
- *both sides of the band must be wrapped around the middle pin (5).*

Your **goal** is to enclose digging sites. A digging site is a section of the board the size of **4 or more triangular segments** completely surrounded by rubber bands of the same color. Each digging site earns its owner an amount of **additional points** equal to the number of segments it consists of (1 triangular segment of the digging site brings its owner 1 extra point). Segments of the board **explored** by the player are **not a part** of a digging site. The owner of the digging site does not earn any points (victory or additional) and energy tokens for segments of the digging site previously explored by other players (before the digging site was fully enclosed).



Example:

Megan has enclosed a digging site with pink rubber bands. Section 1 has been explored and, therefore, is not included into the digging site. Megan does not earn additional points for it. Section 2 had been explored by Nick before Megan managed to fully enclose her digging site, so Nick had already collected the victory points and energy tokens from this section. This section is not included into the digging site and does not earn Megan additional points. Thus, all in all, Megan collects 4 energy tokens and 13 victory points directly from the enclosed territory and earns 9 more additional points for enclosing a digging site the size of 9 triangular segments.

END OF THE GAME AND SCORING

The game ends after the **6th round**. The player with the most victory points by the end of the 6th round is the winner.

6

LOCATION 6

CURSED TRIANGLE

You are now in the middle of the ocean. Water is all around you and underneath are the remains of numerous shipwrecks. Dive in, but do not linger in any single place, for the treasures are scattered all over the ocean floor and buried in the sand by the treacherous currents. Your recipe for success is to search as many sections of the seabed as possible!

ADDITIONAL SET-UP

According to the number of players take **game board 6** for 2, 3 or 4 players.

In this scenario there is **no open supply** of cards. Before the game shuffle all the cards and deal **12 cards** face down to every player. These cards form **individual draw piles** of the players. Put your pile face down in front of you. Put aside the rest of the cards, you won't need them in this game. Then the first player of the game draws 4 cards from their draw pile, the second — 5 cards, etc.

ADDITIONAL GAMEPLAY

In this scenario there are **no starting pins**, players may start using any pins on the board as long as they have the necessary cards. Players also do not have to use their previously occupied pins — the explored territories on the board do not have to share pins with other territories of the same player.

Your **goal** is to explore as many **separate territories** as possible. A separate territory is a section of the board explored by one player and not sharing any pins with other territories of the same player. A separate territory may consist of one or more triangular segments of the board. Each separate territory earns **4 additional points** to its owner at the end of the game.

On their turn a player may choose any 2 out of **2 possible actions** (in any combination):

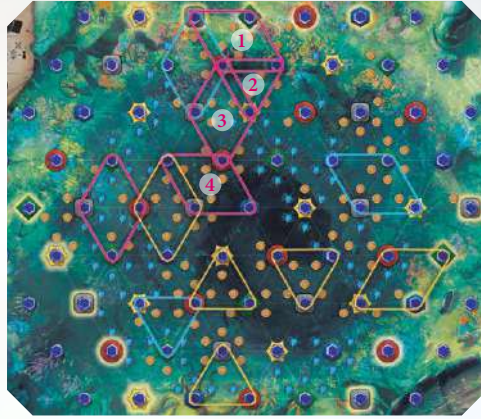
1. **Take 3 cards** from the individual draw pile. If there are no more cards in your draw pile, shuffle your discard pile and use it as a new draw pile. The discard pile is always shuffled directly before the player needs to draw cards.
2. **Put a rubber band on 3 or 4 adjacent pins** (you cannot stretch a rubber band between only 2 pins in this scenario). If the pins are unoccupied or occupied by your rubber bands, the general rules for the cards are applied. However, if a pin is occupied by another player's band, give that player **one of your energy tokens** or the **corresponding card** (but keep in mind that your draw pile will become one card shorter). If you choose to give away an energy token, put the corresponding card face up in your discard pile. This must be done before you collect energy tokens and valuables in the newly explored segment.

Note: enclosing (if it's done according to the rules of this scenario) is not forbidden and an enclosed territory earns its owner victory points and energy tokens as usual, but all the enclosed and explored sections sharing the same pins make up one separate territory.

END OF THE GAME AND SCORING

The game ends when one of the players earns **15 victory points** or more. The players finish the round if necessary and then proceed with the final scoring.

At the end of the game each **separate territory** earns its owner **4 additional points** (regardless of its size).



Example:

Ian (pink rubber bands) managed to explore only 2 separate territories by the end of the game. Sections 1, 2, 3 and 4 make up one separate territory because each of these rubber bands shares one or two pins with each other. Therefore, by the final scoring Ian earns only 8 additional points for his separate territories.

7

LOCATION 7

DEMANDING DEITIES

Natives, apparently, worship two different deities in this area, because there are two kinds of idols here. And both gods demand respect and loyalty. Show your respect for the mighty rulers by exploring their idols separately from the rest of the ground and collect the most idols of each god to demonstrate your loyalty. Show your fervent support to one of the deities, and the natives will generously reward you! Manage to please both and you will never want for anything!

ADDITIONAL SET-UP

According to the number of players take **game board 7** for 2, 3 or 4 players.

ADDITIONAL GAMEPLAY

Players start the game using at least one of the glowing pins at the edge of the game board closest to each player.

The game board contains idols of two types:

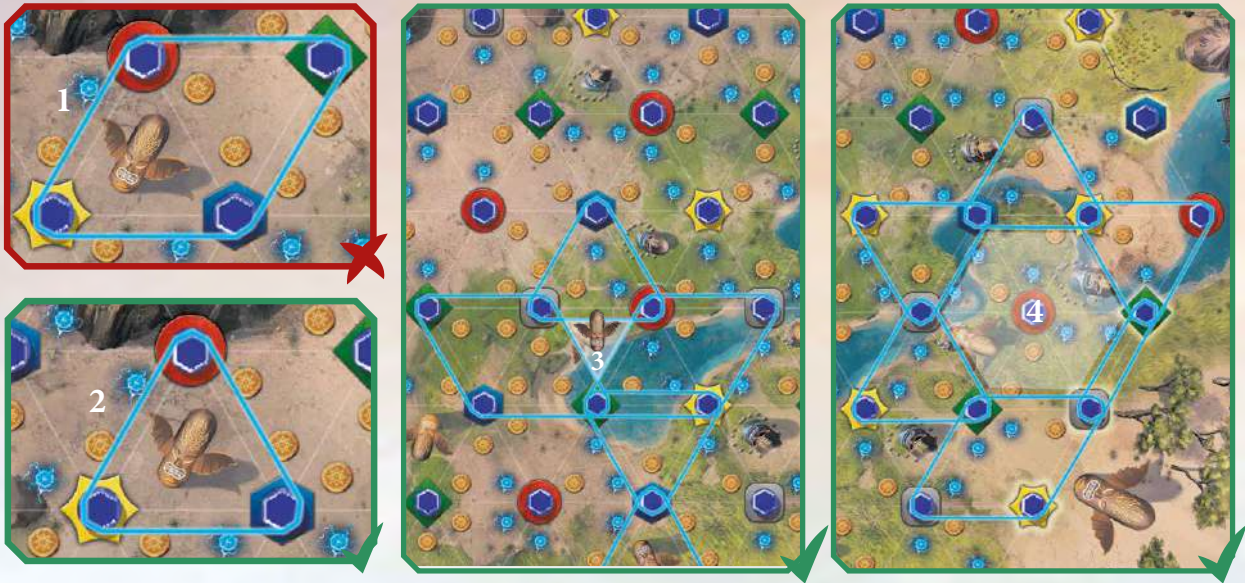


Orange



Blue

The players are **not allowed** to explore mixed sections of the board (an idol and a regular territory (1)) with a single rubber band, but it is **allowed** to explore idols separately (2), enclose idols (3) and different types of segments (idols and regular territory) (4):



END OF THE GAME AND SCORING

The game ends when one of the players earns **18 victory points or more**. The players finish the round if necessary and then proceed with the final scoring.

At the end of the game the players controlling the most idols of each type earn **6 additional points** per idol type. In case two or more players have an equal number of idols of the same type, the reward is divided between them. If the result is not a whole number, it is rounded up.



Example:
 Ian (blue bands) and Nick (green bands) finished the game after Ian managed to enclose a big chunk of the board. Now they proceed to the final scoring. Nick enclosed 1 orange idol and took control of 2 blue idols while Ian enclosed 1 orange idol and explored only 1 blue idol. So, Nick receives 6 points for the majority of blue idols, and the reward for the orange ones is divided between both players. Each of them earns 3 points for the orange idols.

8

LOCATION 8

LABYRINTH

Wow! You find yourself inside a huge labyrinth. Powerful and very valuable artifacts are scattered deep in its tunnels. Explore the intricate passages and collect as many complete sets of artifacts as possible to earn a small fortune. Be careful not to cross your own paths or your kauchukium is bound to backfire in this confined space!

ADDITIONAL SET-UP

According to the number of players take **game board 8** for 2, 3 or 4 players.

Before the game each player takes **18 rubber bands** of the chosen color. Put the rest of the rubber bands aside, you won't need them for this game.

ADDITIONAL GAMEPLAY

Players start the game using at least one of the glowing (starting) pins at the edge of the game board closest to each player.

All the valuables and artifacts in this scenario are situated on the lines connecting the pins and not inside the triangular segments. Your **goal** is to collect the most valuables and sets of artifacts in the narrow tunnels of the labyrinth along these lines and avoid crossing your own path.

Players are allowed to put their rubber bands only on **2 adjacent pins** at a time connecting each new band to the 'head' of the resulting chain (the starting pin always marks the 'tail' of your chain, but if in the first round you occupy **two starting pins**, you may choose which of these is the 'head' and which is the 'tail' of your chain). Starting a new path from the middle or 'tail' of your chain is **forbidden**.

Example:



Alice puts the first rubber band on two of the starting pins. Now she can choose which of the pins will represent the head of her future chain and which will be the tail. She chooses to connect her next band to the yellow pin.



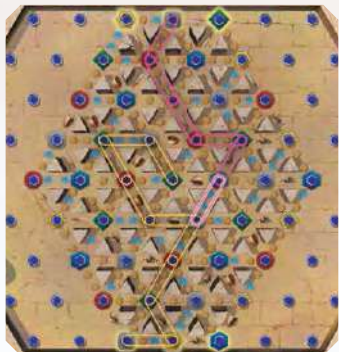
Megan puts the first rubber band only on one of the starting pins which automatically becomes the tail of her chain, and the next band will have to be connected to the red pin.

If you 'cross' another player's chain, give the owner the corresponding card as usual, but when crossing your own chain of rubber bands (connecting the 'head' of the chain to its middle or 'tail'), **you lose 5 points each time** (if you have earned fewer than 5 points yet, just move your marker to '0' on the track).

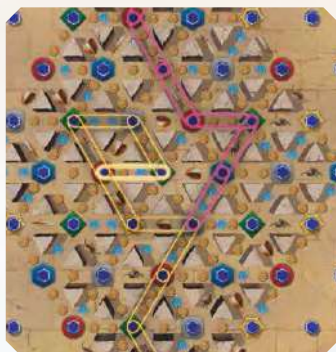
Example (continued):

Megan and Alice continue the game.

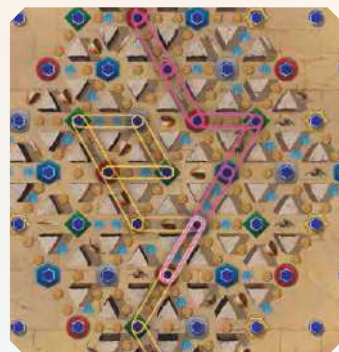
Megan puts a rubber band on the gray pin previously occupied by Alice and gives her a gray card for it. She earns 2 energy tokens:



Alice then decides to put a band on the red pin which already has her rubber bands on it. She does not discard any cards for it, collects 1 victory point and 1 energy token, but receives a penalty of 5 victory points for crossing her own chain:



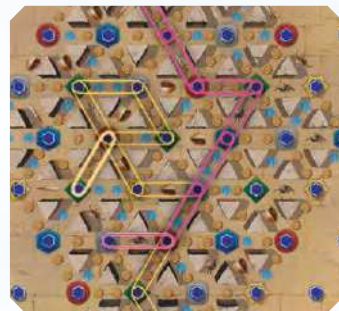
Megan follows in Alice's footsteps by putting her rubber band on Alice's red pin and giving her a corresponding card, but she does not collect anything during this action, because the valuables have already been collected by Alice:



If, during your turn, you collect any of the artifacts (a sword, a shield or a helmet), **take 1 card** of your choice from the open supply or draw one card from the pile as a bonus (it is not considered an action).

Example (continued):

During the next round Megan and Alice continue the game. Alice collects 2 victory points and Megan picks up an artifact and takes a bonus card for it:



END OF THE GAME AND SCORING

The game ends when one of the players **runs out of rubber bands**. The rest of the players finish the round if necessary.

Each set of three different artifacts (a sword, a shield **and** a helmet) earns its owner **5 additional points** at the end of the game.

KAUCHUK

OREN SHAININ & YANIV KAHANA

SPECIAL THANKS

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The contents may differ from the images in the rules.



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