MR. STICKERBOMB

RABBIT HOLE

[1]

[20]

DESIGNED BY CAMERON LIAM ISAACS
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MR. STICKERBOMB'S RABBIT HOLE

Relaxing during his annual vacation on Earth 1, Mr. Stickerbomb - the infamous mad scientist from Parallel Earth 85, has inadvertently opened a portal to the Multiburp (the craziest corner of the Multiverse), letting in the criminal mastermind Mr. Rabbit and his Odditorium. It's your job to round them up and send them packing.

AIM OF THE GAME

Free as many Oddity cards from Mr. Stickerbomb's Rabbit Holes by making chains of 5 cards that add up to the last number in the chain, before you run out of cards in your draw deck.

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COMPONENTS

24 x Oddity cards

10 x Sandwich cards

10 x Lemon cards

10 x Pie cards

10 x Egg cards

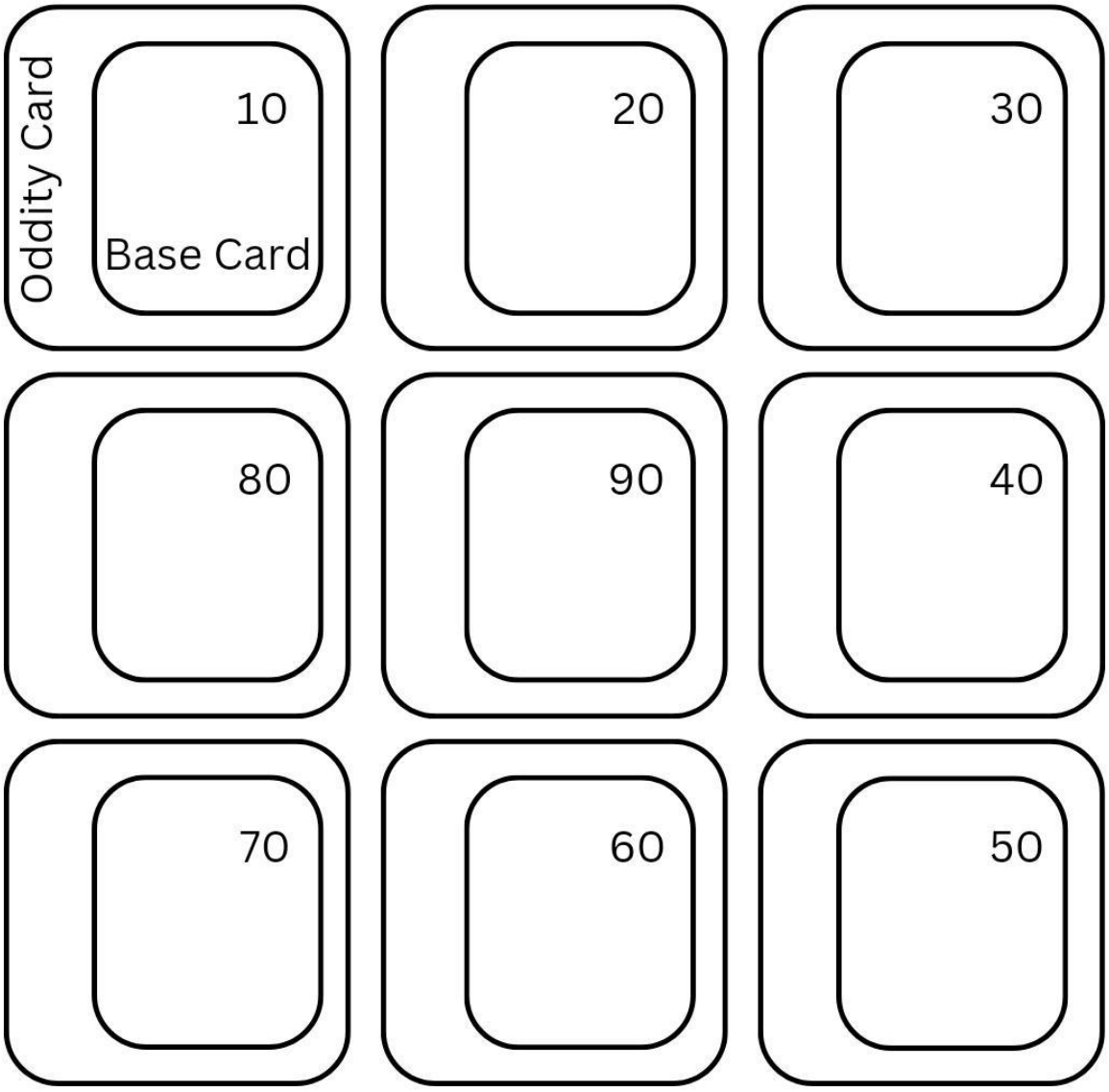
1 x Wildcard

SETUP

- Shuffle your Oddity deck and place 9 face down in a 3x3 grid (these will be your Rabbit Holes)

- Shuffle your your Sandwich, Lemon, Pie, Egg and Wildcards into a draw deck and set the difficulty by adding or removing the Wildcard to the draw deck

- Place 1 card from your draw deck face up onto each Rabbit Hole (base cards)

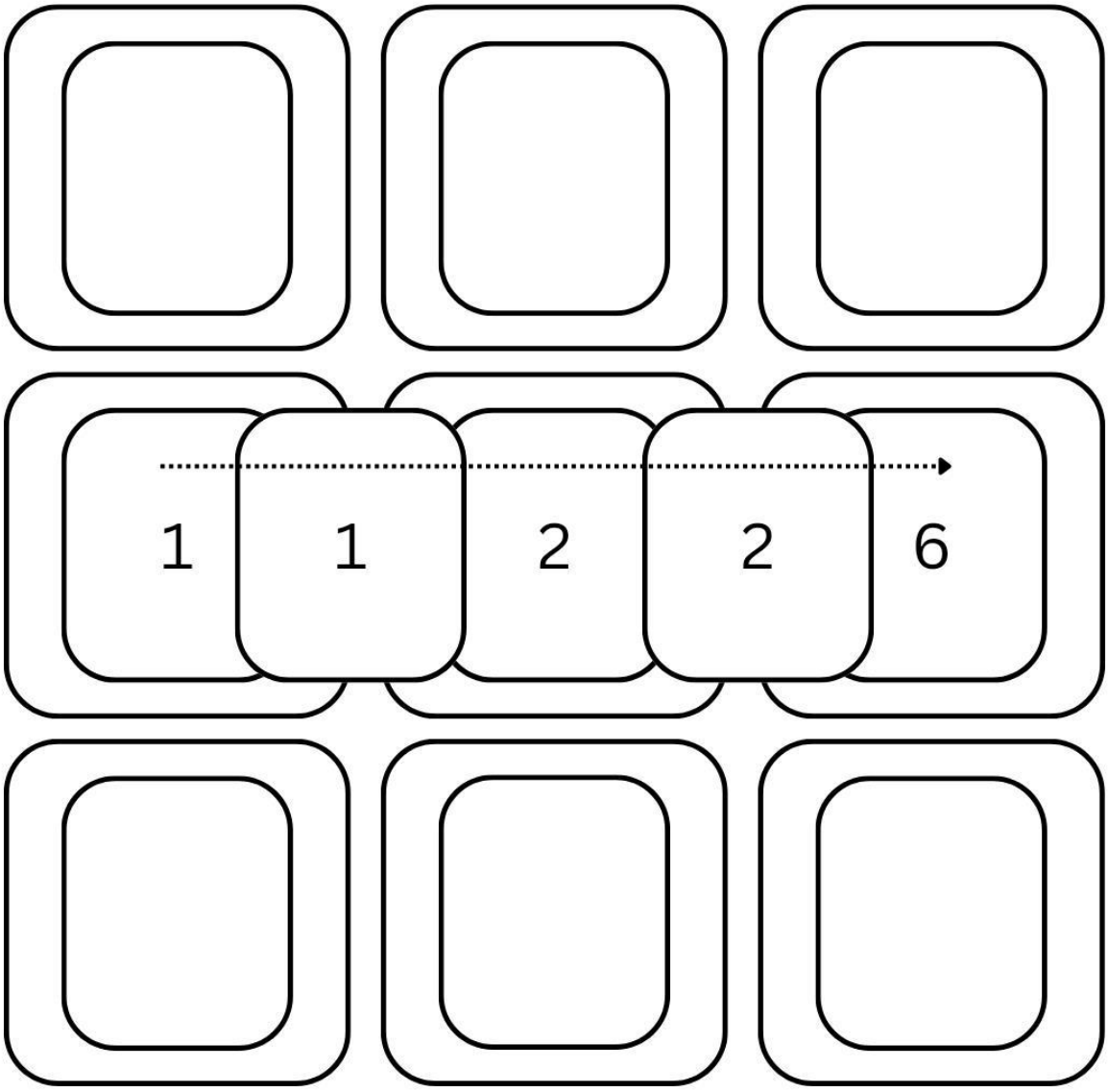


Numbers shown = points value for freeing an Oddity

GAMEPLAY

Each turn consists of drawing a hand of 3 from the draw deck - you play one (either between already placed cards, or on top of an existing card), discard one and return one to the bottom of the draw deck. In order to free Oddities you need to make a chain of five cards where the first four add up to make the total number on the last number in the chain, forwards or backwards. For example:

You have 3 base cards going forwards beginning with 1, 2 and 6 - you can complete the chain by playing another 1 between 1 and 2 to make 4, then 2 between 2 and 6 to make the chain add up to 6. You then discard all but one* of the cards in the chain and flip over the three Oddities underneath the chain.



ADDITIONAL RULES

Chains can be made vertically, horizontally or diagonally going forwards or backwards

You cannot play a card of the same suit next to each other

Oddities that have been flipped over can be used again to start new chains with new base cards, or for an extra challenge to end chains by using the score number on the Oddity, but If you start a new chain by playing a card over an already freed Oddity you must clear the new chain before the score can count again

The Wildcard can only be used once per game - it is discarded when used in a complete chain

* You may choose one card from a complete chain to return to the bottom of the draw deck

SCORING

Each successfully freed Oddity is worth 10 points, plus the score number on the setup diagram on page 2

Keep a record of your scores using the provided sheet

Keep a record of freed Oddities on the Odditorium checklist

COLLECT

Keep an eye on the official Rabbit Hole website for new additions to the Odditorium: mrstickerbomb.art.blog

Thanks for playing!

PRINT DOUBLE-SIDED ON A4 CARDSTOCK FOR BEST RESULTS

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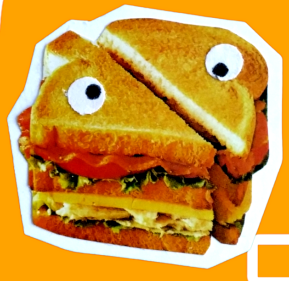

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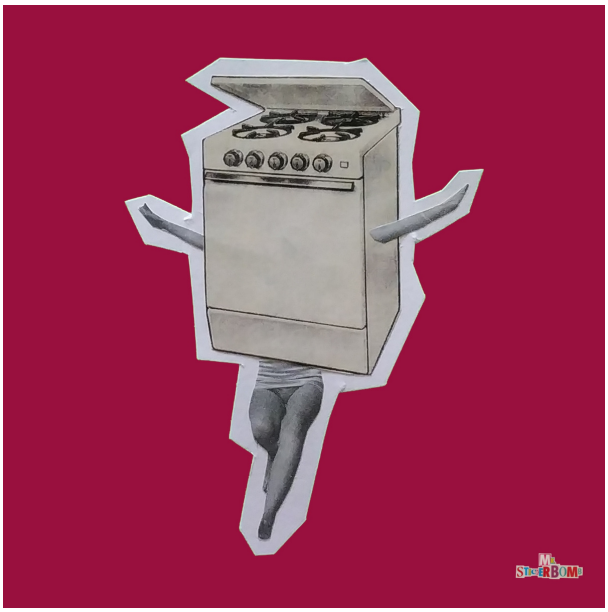

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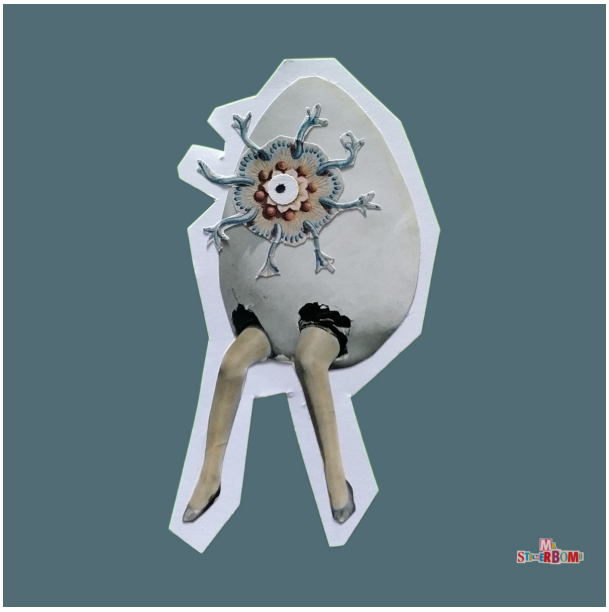

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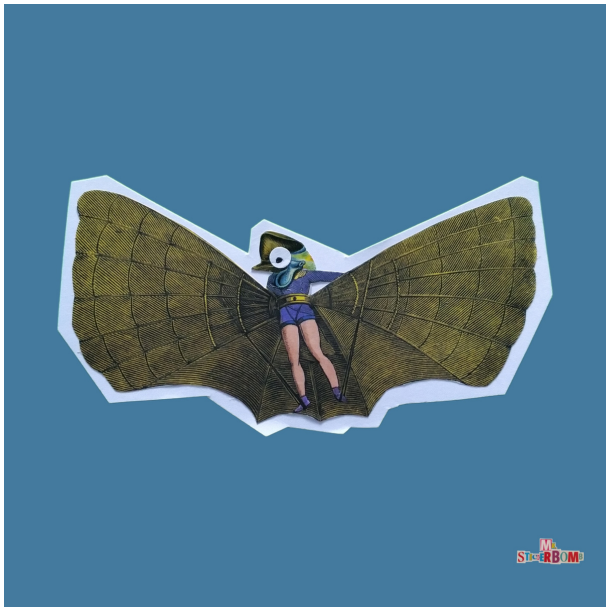

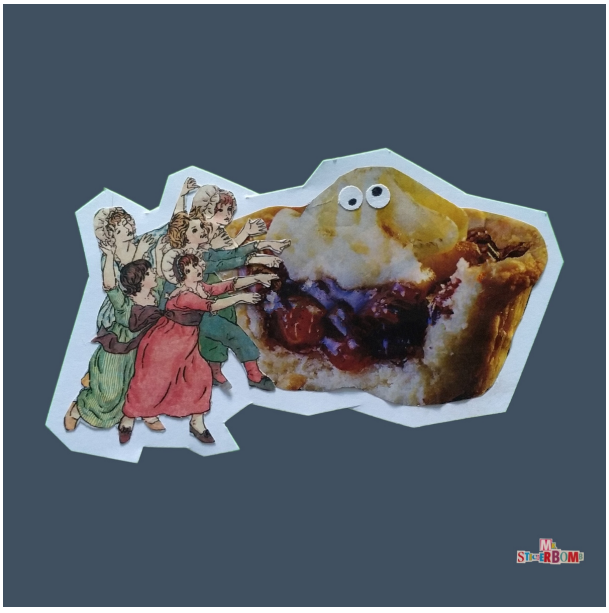

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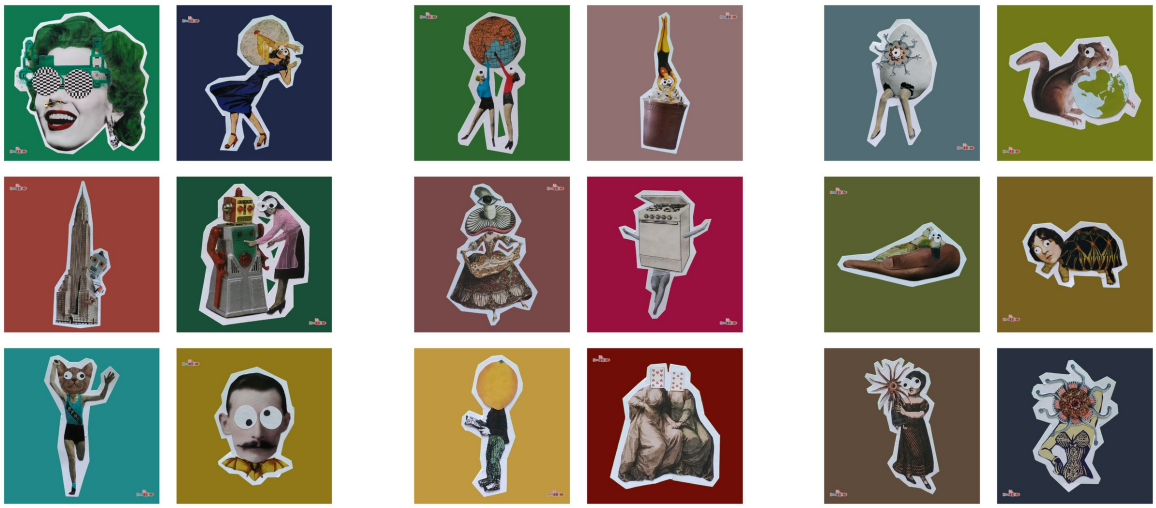

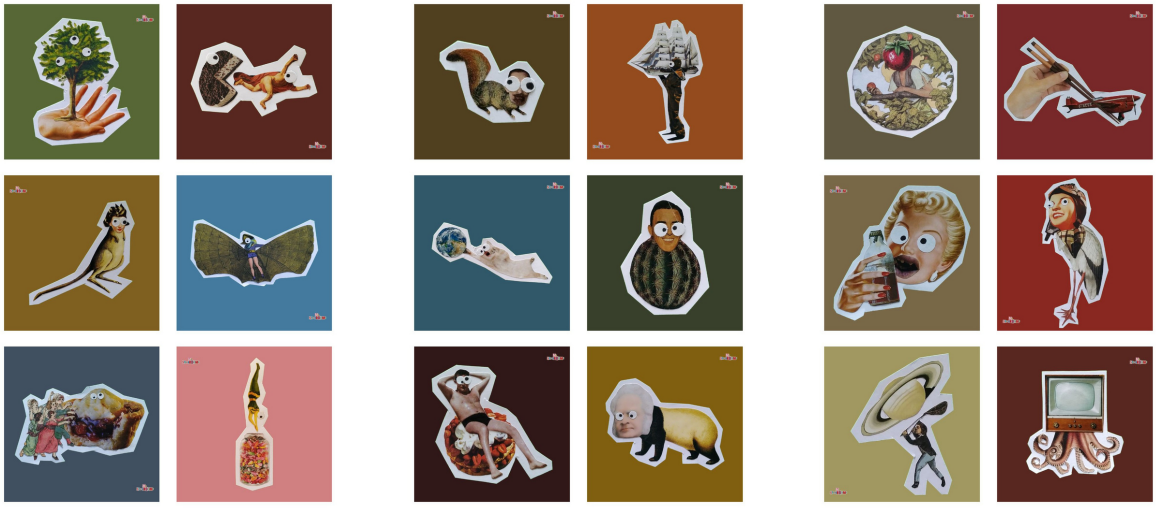

ODDITY CARD CHECKLIST