

# RUBBER BAND BAND

game

TAKE AIM AT THE  
BLOCKS FOR A GAME  
OF KNOCK-DOWN FUN.

**QUICK START BASICS**  
FOR 2 OR MORE PLAYERS/TEAMS

AGES  
8 TO  
ADULT

2-8  
PLAYERS

**CAUTION:** Never aim toward or in the direction of a person.  
• Flying rubber bands or blocks can cause serious injury to eyes.  
• Players should play on the same side of the table, not opposite each other, to avoid injury.

## 1. STACK

Stack one set of blocks in order 1-6.



## 2. ROLL

A player/team rolls 1 die.

## 3. PLAY

Use a rubber band to knock that number block, and any above it, off the stack. Don't knock over any blocks below your number.

If you knocked down your number and the ones above it:  
• Score the number of points shown on die  
• Restack the blocks  
• Next player/team rolls to play

If you missed that block or knocked down ones below it:  
• Restack the blocks  
• Play passes to the next player/team until that same number is knocked down successfully

## 4. WIN!

First player/team to 25 points wins.



# OTHER WAYS TO PLAY

**1. LINE UP:** Line up all blocks at far edge of a table. Take turns knocking the blocks off the table with a rubber band. Score the number on the knocked off block.  
Win = highest scorer.

**2. SPEED LINE UP:** Divide blocks evenly among players/teams. Players align their blocks at far edge of a table. All players try to knock their blocks off first.  
Win = First person to knock all their blocks off table.

**3. FRENZY LINE UP:** Line up all blocks at the far edge of a table. Everyone tries to knock off blocks at the same time. Score the number on the block knocked off. (Be nice!)  
Win = highest score.

**4. BOCCE:** Place 1 tall block on end in center of table as the target. Players take turns with the 8 small blocks: place a block in front of a player, player hits block with one rubber band to move it as close to the target as possible. Players can knock previously shot blocks away from the target if desired.  
Win = player with a block closest to the target.

**5. FOOTBALL:** Use tall blocks to make goal posts. For a harder game, set posts closer together and farther from players. For each turn, give player 1 block and 2 rubber bands. Knock the block through the goals with one rubber band = 2 points, two rubber bands = 1 point.  
Win = 12 points.



**6. CIRCLE:** Lay 12 blocks in circle as shown. Player rolls dice and uses rubber band to knock one number into second number. Succeed = 1 point. Succeed without touching any other blocks = 2 points. Reset circle, play passes to next player.  
Win = 15 points.



**7. SUPER TOWER:** Stack all 12 blocks randomly. Roll dice. Knock down the number that is highest up the tower first. Succeed = 1 point. Then knock down the remaining highest number, succeed = 2 points. Play passes when you miss or knock down the wrong block(s).  
Win = 20 points.

**8. TOP DOWN:** Divide blocks evenly among players. Players stack their tower and take turns knocking down each individual block starting at the top. If a player knocks down too many, player restacks all and play passes.  
Win = first player to finish knocking down their tower.

**9. SINGLE TOWER:** Stack all 12 blocks. Take turns knocking down each individual block starting at the top. Players get number of points shown on fallen block. If player knocks over tower, they are out. If player knocks off more than one block, they restack and lose their turn. Continue until all blocks are successfully knocked off.  
Win = highest points.

**10. PEEPHOLE:** Stack the blocks to make 2 openings. Take turns sending a rubber band through an opening without knocking over any blocks. 5 points for the big opening, 8 for the little.  
Win = 25 points.



**11. CENTERS:** Stack blocks as shown. Players take turns using 2 rubber bands to knock out the 2 center blocks. 1 block knocked out of center=1 point, 2 blocks=3 points.  
Win = 15 points.



**12. RANDOMNESS:** Randomly lay all blocks on a table. Player rolls die, then tries to knock that numbered block off the table in one turn. If player succeeds, leave block on the floor and score points on die. Play passes to next player. Tip: if player rolls a number that is on the floor, roll again until a number in play is rolled.  
Win = most points once all blocks are off the table.

**13. BLOCK SMASH:** Lay all blocks into a square as shown. Link two rubber bands together and knock blocks hard. Score 1 point for each block that isn't touching any other blocks. Reset blocks, play passes to next player.  
Win = 25 points.



**14. SPEED CHALLENGE:** Each player/team gets a stack of 6 blocks. One player rolls the die, says GO, then first player to knock off that block successfully gets points on die.  
Win = 25 points.

**15. RUBBER BAND SKEET:** The skeeter/s will say go, and the thrower will throw a block way up into the air. The skeeter/s must hit the block before it lands. If a skeeter hits the block in the air, they are awarded the title of Master of the Rubber Band Game.

## GAMEPLAY TIPS:

- Roll dice to see who goes first
- Beginning players may appreciate trying until they hit a block
- When you're learning to play, we suggest that you shoot from a comfortable distance for each player

•Die = 1  Dice = 2 



# VARIATIONS

Modifications to basic gameplay, these can also be combined or used to modify any other way to play! What other ways to play can you come up with?

**16. DISTANCE CHALLENGE:** Start an arm's length away from the game. With each turn, take 1 step back.

**17. BOX TOP:** Stack blocks on top of the box. Either score points if your blocks land on the box top or if they fall off the box top.

**18. WILD DIE:** Before the game, roll a die. That number is wild and worth double points.

**19. SPIN ME:** Before your turn, roll a die. Spin around that many times, then stand on one foot and quickly take your turn.

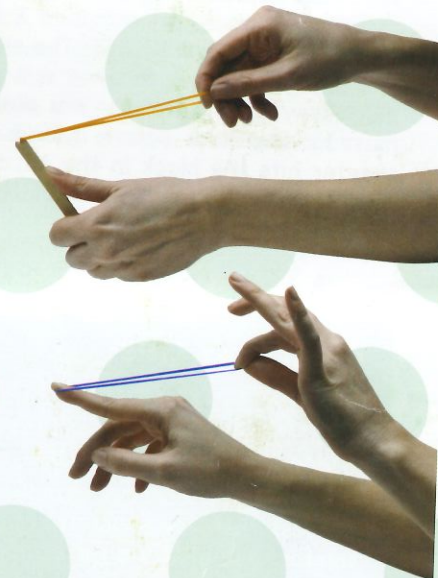
**20. EYES SHUT:** Before your turn, roll a die. Spin around that many times, aim, then quickly close your eyes and take your turn.

# AIMING TIPS

## HOW TO AIM THE RUBBER BAND

1. Hook a rubber band onto the tip of your finger or an aiming stick
2. Point at the block
3. Pull back with your other hand, aim and let go!

- \*Aiming sticks are useful for beginners. Use them in place of your pointer finger.
- \*The further back you pull the rubber band, the faster it flies and the greater the impact.
- \*Sometimes a low speed rubber band is best (for instance, at the top of a tall tower).
- \*Looping 2 or more rubber bands together, as shown below, can be easier for beginners and also knocks blocks down with more force.



CUSTOMER CARE 248-977-5831 • [INFO@ANNWILLIAMSGROUP.COM](mailto:INFO@ANNWILLIAMSGROUP.COM) • [WWW.ANNWILLIAMSGROUP.COM](http://WWW.ANNWILLIAMSGROUP.COM)  
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