

32MB
MEMORY CARD

MR. STICKER BOMB



PUNKO

1 COLLECTIBLE
52 GAME CARDS

PARENTAL
ADVISORY
EXPLICIT CONTENT



It's Christmas Eve, and Dr. Steinbeck (a Multiburp variant of the amazing Mr. Stickerbomb), being the terrible father and person that he is, has once again failed to get his kid a gift. In a panic, he uses his latest mad scientist gizmos to break into Toys-R-Not-Us to steal something—anything—to get himself out of trouble.

Of course, it all goes wrong. The gadgets warp the space-time continuum, and now all the toys and assorted consumer goods have morphed and melded into Punko Flops—sentient little oddities that are trapped inside the crumbling mall, screaming to get out before the whole place explodes.

It's your job to rescue the Punkos and get them under the Christmas tree before morning.

This print and play edition of Punko is for demo purposes only and must be printed double sided, in full colour on A4 cardstock

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AIM OF THE GAME

Free as many Punkos as possible from the Toy Store by playing opposing Arrows of differing colours (Flipping) and completing a Goal before you run out of moves to play

Play the game solo, or co-op with a friend

COMPONENTS

1x Punko
6x Punko Cards (PnP)
52x Arrow Cards
1x Blocker Token



SETUP

A) Shuffle your cards and build your Toy Store - a 3x3 wraparound grid with a space in the center for your PUNKO cards • The corners of the grid make the Walls and contain a 3 card stack each (face-up), the spaces in-between them make the Doors and contain a 6 card stack each (also face-up)

B) Take the remaining Arrow cards and make a Draw Deck - when playing co-op, split the Draw Deck (8 cards each)

C) Shuffle 6 random Punko cards and place them face-up in the center of the grid

WALL

[FACE UP]



x3

DOOR

[FACE UP]



x6

WALL

[FACE UP]



x3

[FACE UP]



x6



[FACE UP]



x6

[FACE UP]



x3

[FACE UP]



x6

[FACE UP]



x3

WALL

DOOR

WALL



COMPONENTS

PUNKOS are miniature figure cards that you must free from the Toy Store • Each Punko has a unique ability to help you in your games

ARROW CARDS are your main game pieces, there are 4 suits of 13 Arrows separated by colour • **THE COMBO RULE** prohibits Arrows of the same colour or direction being played together, or on top of each other

DOORS contain a 6 card stack each

WALLS contain a 3 card stack each

THE DRAW DECK contains the remaining Arrow cards not used to build the Toy Store and is used for drawing cards when you need to

THE BLOCKER TOKEN is used to restrict one WALL/DOOR stack for every turn, it is placed on the last played stack - the player cannot use the stack that it sits on for any purpose

THE DISCARD PILE is used to collect all Arrow cards that you successfully Flip (see below) and all other discarded Arrow cards throughout the game



GOALS

In order to beat the game you must always complete a Goal and clear all cards from at least one six-card Stack
- choose one from the list, write your own or mix and match

- CLEAR ALL CARDS OF 1 COLOUR (x13 CARDS) -**
- CLEAR SIX CARDS FROM EVERY COLOUR (x24 CARDS) -**
- CLEAR TEN OF ANY TWO COLOURS (x20 CARDS) -**
- CLEAR ALL UP & DOWN ARROWS (x16 CARDS) -**
- CLEAR ALL LEFT & RIGHT ARROWS (x16 CARDS) -**
- CLEAR ALL DIAGONAL ARROWS (x16 CARDS) -**
- CLEAR THREE STACKS IN A ROW (x12 or x15 CARDS) -**
- CLEAR THREE STACKS OF SIX (x15 CARDS) -**
- CLEAR THREE STACKS OF THREE (x9 CARDS) -**
- AVOID CLEARING 1 COLOUR -**
- AVOID CLEARING LEFT & RIGHT ARROWS -**
- AVOID CLEARING UP AND DOWN ARROWS -**
- AVOID CLEARING DIAGONAL ARROWS -**
- AVOID CLEARING STACKS OF THREE -**



GAMEPLAY

You must clear cards from the Wall and Door stacks by playing opposing Arrows of differing colours (e.g. Arrows pointing left to right, up or down or in any of the diagonal directions)

Doing so allows you to remove 1 card at a time from where either of the Arrows points

This is done by Flipping:

A) The two Arrows are moved to the back of their stack (Flipped) / Combo Rule applies

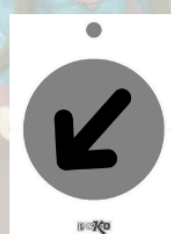
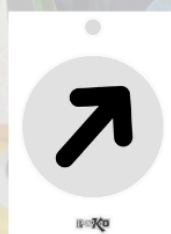
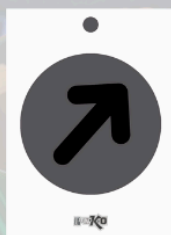
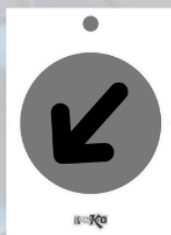
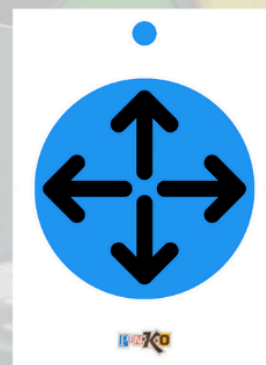
B) If one Arrow points to another stack, search the stack for an Arrow card that it points to and choose 1 to add to the the Discard Pile



FLIPPING EXAMPLE



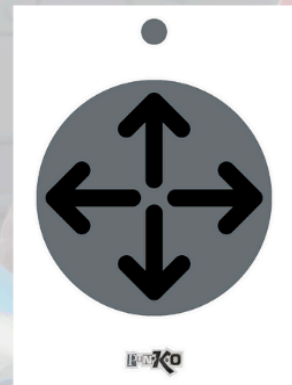
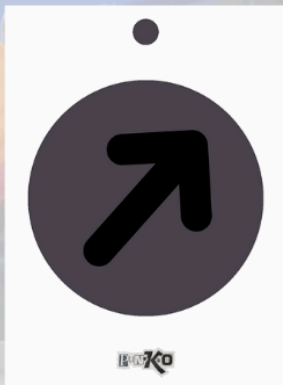
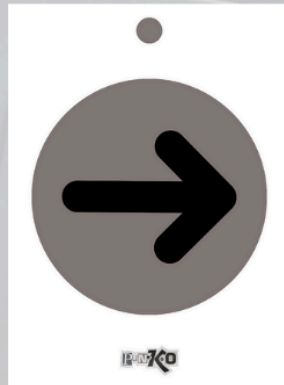
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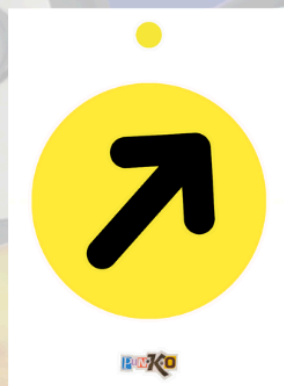


WRAPAROUND PLAY

B 



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A 

The 3x3 grid is a wraparound design, meaning you can play Arrows that point out of the grid to the opposite side if possible



ACTIONS

On every turn you have 3 actions to choose from:

1. Flip & Score: Flip 2 differing colour/opposing Arrows and remove a card of your choice from a Wall/Door stack where either Arrow points - the stack is reshuffled afterwards

2. Flip: 2 Arrows can be Flipped but do not point to another stack, 1 card from the Draw Deck is discarded and added to the Discards

3. Draw: Draw 1 card from the Draw Deck and place it anywhere on the grid / Combo Rule applies

A) The PUNKO cards are shuffled every time a card is removed from a Wall/Door - when a stack is successfully cleared you take the face-up PUNKO card to add to your rescued collection

B) The Blocker Token is placed on the last played Wall/Door

When playing co-op, take turns and coordinate your choices to find the best way of clearing the Arrow cards with the lowest score possible



GAME OUTCOMES & SCORING

The game ends when you have no more moves left to play

A cleared Wall stack = 3 Points

A cleared Door stack = 6 Points

3 cleared stacks in a row = an extra 6 Points

- Add up your score -

- Tick off your rescued PUNKOS from the collection card -

ARROW CARD DECK

