# HEADLOCK PAPER SCISSORS

## MONEY IN THE BANK

It's the match WWE fans everywhere are waiting for! Which Superstar will climb the ladder to claim the ***Money In The Bank*** briefcase? Only the most popular Superstars can ascend to those lofty heights! Build up momentum! Use every Technique in the arsenal! Catapult to fame and fortune in the ring!



## OVERVIEW OF PLAY

You play a WWE Superstar! You and the other Superstars simultaneously choose a Technique by aiming a specific hand gesture at an opponent. Techniques affect Superstars' popularity, momentum, and position in the ring. Once all Techniques are resolved, Superstars closest to the briefcase become more popular. Superstars furthest from the briefcase get Comeback cards instead. The most popular Superstar at the end of the game wins the ***Money in the Bank***!

# SETUP

1. Place the ring board in the middle of the table. The board has 3 distinct areas: ***Out of the ring***, ***In the ring***, and ***On the ladder***. The ***barricade*** is located at the extreme end of the outside area. The ***briefcase*** is located at the opposite end. Assemble the ladder as shown. Straddle the ladder over the three metal segments of the board.
2. Shuffle the Comeback cards. Place them in a facedown deck close to the barricade.
3. Shuffle the Technique Category cards. Lay them out in a line at the end of the board closest to the briefcase.
4. Shuffle each deck of Technique cards separately. Place them facedown on their respective Technique Category card. Flip the top card of each Technique's deck faceup.
5. Place the round token on the Technique Category card furthest from the board.
6. Each player takes 1 playmat, matching standee, 1 plastic stand, and 1 momentum token. Return all other playmats, standees, plastic stands, and momentum tokens in the box. They will not be used.
7. Place all standees in the middle space of the ring board.
8. Each player places their momentum token at "1" on their playmat. Each player takes 3 popularity tokens.
9. Pile remaining popularity tokens, underdog token, and briefcase token into a general supply within reach of all players.
10. Give the Bell token to the person who most recently watched a WWE event.





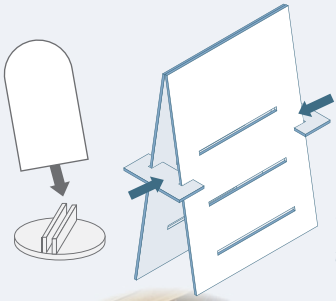




## COMPONENTS

- A 4 TECHNIQUE CATEGORY CARDS
- B 5 HOLD CARDS
- C 5 SHOWBOAT CARDS
- D 5 STRIKE CARDS
- E 5 THROW CARDS
- F 1 LADDER BOARD
- G 1 RING BOARD
- H 14 COMEBACK CARDS
- I 12 SUPERSTAR PLAYMATS
- J 12 SUPERSTAR STANDEES
- K 6 PLASTIC STANDS
- L 28 "1" POPULARITY TOKENS
- M 15 "5" POPULARITY TOKENS
- N 13 "10" POPULARITY TOKENS
- O 6 MOMENTUM TOKENS
- P 1 BELL TOKEN
- Q 1 ROUND TOKEN
- R 1 BRIEFCASE TOKEN
- S 1 UNDERDOG TOKEN
- T 2 LADDER STRUTS

## STANDEE AND LADDER ASSEMBLY



*Insert your Superstar standee into a plastic base.*

*Fold the ladder board so it stands upright. Insert the struts on the sides to keep the ladder stable.*



*During the game, your Superstar's standee advances toward the ladder and starts climbing.*

*The ladder board has three rungs with a slot cut into each rung.*

*When your Superstar's standee is on the ladder, you can fit the plastic base into the ladder board's slots so the standee stays upright.*

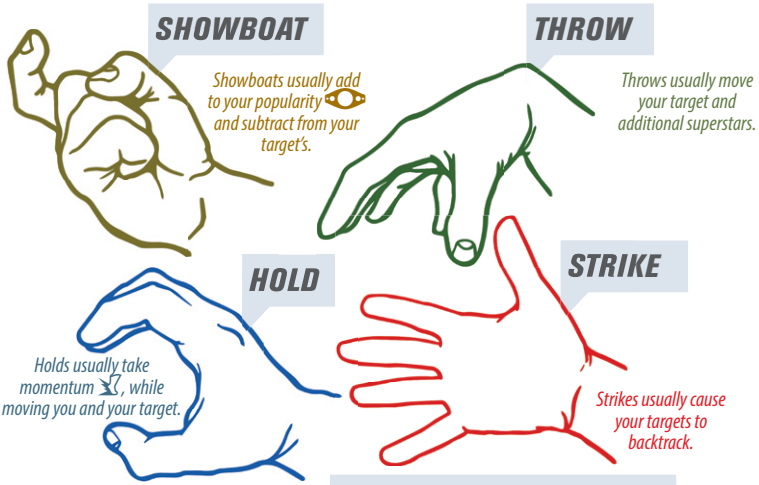


# GAMEPLAY

Each player takes these steps together: Size Up, Execute, Resolve, Score, Clean Up.

## 1. SIZE UP

Each round starts with every player thinking about which one of the 4 shared Technique types or their own signature Technique that they'd like to perform and then picking a player to target. Only you may use your Superstar's signature Technique. You may not use an opposing Superstar's Technique.




### SIGNATURE TECHNIQUE

*Signature Techniques are unique to each Superstar.*

*Refer to your playmat for details.*

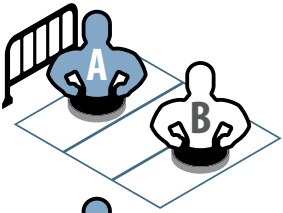


## *DEFINITIONS*

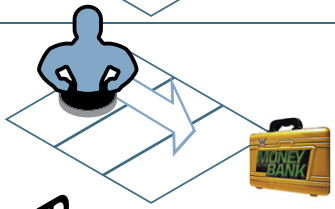
***IN FRONT*:** Superstar A is in front of Superstar B if Superstar A's token on the board is in a space that's closer to the briefcase than Superstar B.



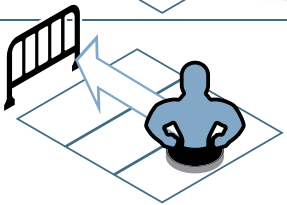

***BEHIND*:** Superstar A is behind Superstar B if Superstar A's token on the board is in a space that's closer to the barricade than Superstar B.



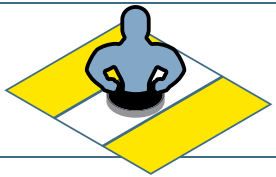

***ADVANCE*:** Move a Superstar closer to the briefcase a given number of spaces.




***BACKTRACK*:** Move a Superstar towards the barricade a given number of spaces.



***ADJACENT*:** A space immediately beside the other space.

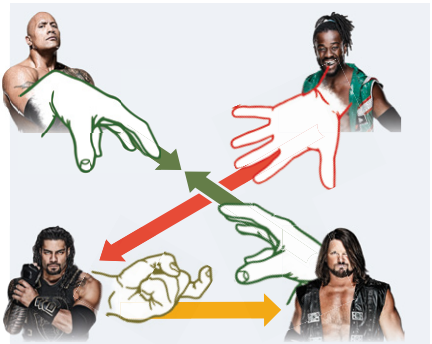


: POPULARITY : MOMENTUM

# 2. EXECUTE TECHNIQUES

When all players are ready, everyone together chants "Money!" "In The!" "Bank!", pumping their fists down with each word of the chant.

On "Bank", all players simultaneously point one hand towards their target opponent using the gesture of the Technique they picked. Each player must hold their gesture in place, pointing at their target, until their Technique is resolved in turn order.



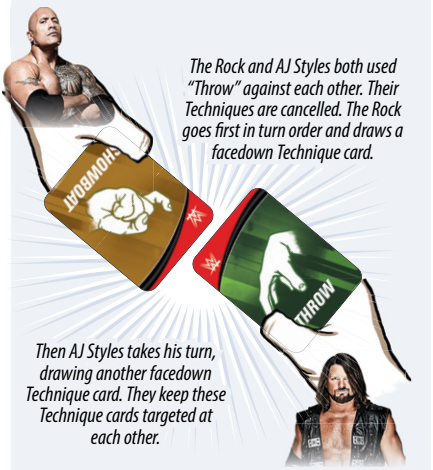
*The Rock uses "Throw" against AJ Styles.*
*Kofi Kingston uses "Strike" against Roman Reigns.*
*AJ Styles uses "Throw" against The Rock.*
*Roman Reigns uses "Showboat" against AJ Styles.*

## CLASHES

If two players targeted each other with the same hand gesture, those Techniques are cancelled and there is a Clash!

Clashing players take turns starting from the player closest to the Bell. In turn order, each clashing player selects any technique deck and draws the top facedown card. Keeping it facedown for now, they point the new Technique card at their targets (each other) instead of the Technique gesture they'd originally chosen.

Note: Signature Techniques never clash because they are unique gestures.




*The Rock and AJ Styles both used "Throw" against each other. Their Techniques are cancelled. The Rock goes first in turn order and draws a facedown Technique card.*

*Then AJ Styles takes his turn, drawing another facedown Technique card. They keep these Technique cards targeted at each other.*

# 3. RESOLVE

Players now take turns, starting with the player who has the Bell and then proceeding around the table clockwise. Each Technique is resolved following the instructions on the individual Techniques.

To use a signature Technique, you must be able to pay the required momentum when it is your turn to resolve it. Spend momentum by moving your momentum token down the number of spaces equal to the cost of your signature Technique. You may also move an additional number of spaces by spending a matching amount of additional momentum.

If you cannot, you do not lose any momentum, but the Technique fails. Instead, choose a Technique deck then resolve a random facedown Technique card from that deck.

## RESOLVING CLASHES

On your turn, reveal the card you're holding. Resolve it as if you executed that Technique on the target. Then discard the card to the bottom of its respective Technique deck.

## USING COMEBACK CARDS

If you have any Comeback cards, you may add one of them to your Technique. You choose the order in which the Comeback card and Technique resolve.




## USING THE UNDERDOG TOKEN

If you have the Underdog token, return it to the general supply to add 1 to every number in the Technique that you resolved this round. This does not affect Comeback cards or the additional movement gained by spending extra momentum.

## DO THE BEST YOU CAN

Sometimes, circumstances make it so that Techniques will not be able to resolve fully, or not at all. The rule here is to always resolve as much of the Technique's effect as you can, then ignore anything un-doable.

## SPACES ON THE LADDER

The slots in the ladder board fit up to 3 standee bases. If you run out of room, place your standee on the corresponding rung on the other side of the ladder board. These are considered the same space.

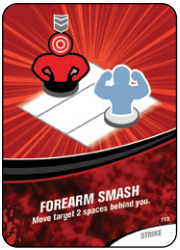
## EXAMPLE RESOLUTION

### AVAILABLE TECHNIQUES



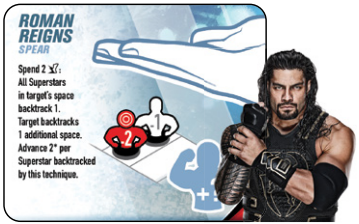








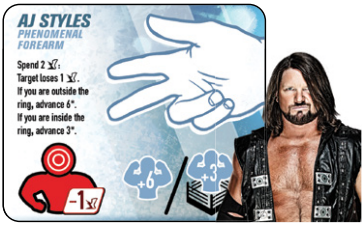




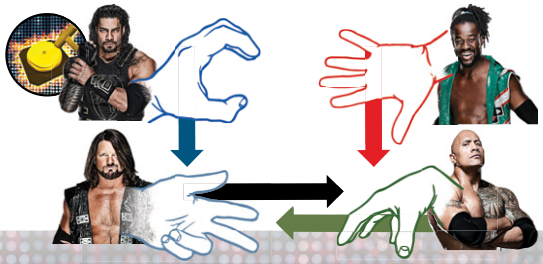







*"Money! In the! Bank!"*





ROMAN REIGNS targets AJ STYLES: ***Hold: Cross Arm Breaker!***
Roman advances to AJ's space. He takes 1 from AJ.

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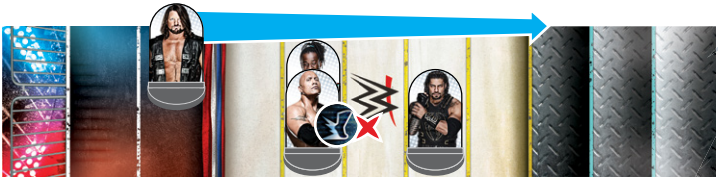
KOFI KINGSTON targets THE ROCK: ***Strike: Forearm Smash!***
The Rock backtracks to 2 spaces behind Kofi.

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THE ROCK targets AJ STYLES: ***Throw: Hurricanrana!***
AJ backtracks 4. He is now in The Rock's space. The Rock advances 2.

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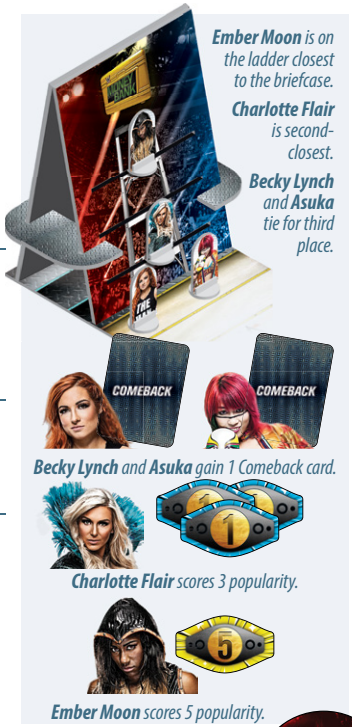
AJ STYLES targets THE ROCK: ***Phenomenal Forearm!*** He spends 2.
The Rock loses 1. AJ advances 6. He reclaims the lead yet again!

# 4. SCORING

Once every Technique resolves, Superstar(s) closest to the briefcase gain 5 popularity (). The Superstar(s) next-closest to the briefcase gain 3 popularity.

Superstar(s) closest to the barricade gain 1 Comeback card and keep it in their hand. If no cards remain in that deck, shuffle discarded Comeback cards to form a new facedown deck. There is no limit to the number of Comeback cards you may keep in hand. If you are supposed to gain a Comeback card but none remain in the deck, take one random Comeback card from any player who has one.

Ties are friendly, so each tied Superstar gains their popularity or Comeback cards.




## CHECK FOR VICTORY

There are two ways to end the game and claim victory!

***KO***: After scoring, if any player has 20 or more popularity AND that player is on the ladder, then the player on the ladder with the most popularity wins.

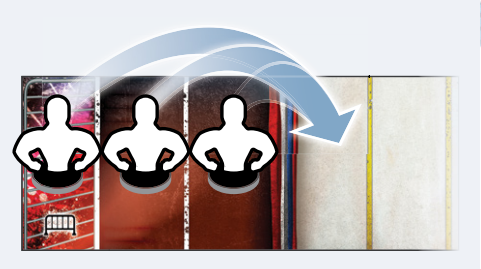
***TKO***: After scoring, if any player has 25 or more popularity, the game is over and the player with the most popularity wins.

TIES: If two or more players achieve a KO or TKO, the player closest to the briefcase wins. If still tied, keep playing rounds with ALL players until there is a clear winner. The winner claims the briefcase token as the coveted prize! (Take a selfie with it to celebrate with your fans!)

If no player meets these conditions, the game continues! Proceed to Clean Up.



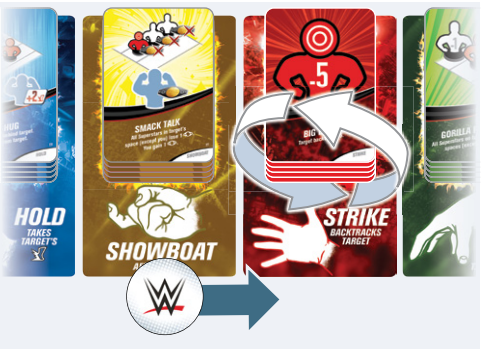
## 5. CLEAN UP



***REBOUND:*** Superstars who are out of the ring climb back in to join the fight. Any Superstar outside of the ring on the board moves to the space in the ring that is closest to the barricade.

***REFRESH:***

***a)*** Move the round token to the next Technique card to the right. (If the round token is already on the last Technique card in the row, move it back to the first Technique card in the row. )




***b)*** Then refresh the Technique with the token on it by moving the current Technique card face down to the bottom of the deck and flipping the top card of that deck face up.

***c)*** Review the newly visible Technique with everyone.

***RECHARGE:*** All players gain 1 momentum on their playmat.

***RECOVER:*** The player with the least Popularity receives the Underdog token. If there is a tie for the least Popularity, then no one receives the Underdog token.

***RING THE BELL:*** The player with the Bell passes it to the player on their left, then begin a new round!

## SUMMARY

### Size Up

Review the shared Techniques, and your Signature Technique.

### Execute Techniques

Chant "Money! In The! Bank!" and point one hand towards your target using the gesture of the technique you picked.

- *Check for Clashes*: Players targeting each other with the same gesture clash. In turn order, clashing players select any technique deck and draw the top facedown card to replace their chosen technique.

### Resolve

Starting with the player who has the Bell, proceeding clockwise.

- *Resolving Clashes*: On your turn, reveal and resolve the card you hold.
- *Using Comeback Cards*: You may add 1 to your technique. You choose the order in which they resolve.
- *Using the Underdog Token*: Return it to add 1 to every number in the Technique you resolved. This does not affect Comeback cards or additional movement from momentum ( ).
- *Remember*: Do the best you can.

### Scoring

Once every technique resolves:

- Superstars closest to the briefcase gain 5 . (Ties are friendly.)
- Superstars next-closest to the briefcase gain 3 . (Ties are friendly.)
- Superstars closest to the barricade gain 1 Comeback card. (Ties are friendly.)
- Then, check for Victory:
  - ***KO:*** 20 and on the ladder.
  - ***TKO:*** 25 anywhere.

### Clean Up

- *Rebound*: Superstars who are out of the ring move to the space in the ring closest to the barricade.
- *Refresh*: Advance the round token, and refresh that Technique.
- *Recharge*: All players gain 1 .
- *Recover*: The player with the least Popularity receives the Underdog token (nobody if a tie).
- *Ring the Bell*: Pass the Bell to the left, then begin a new round.


**CREDITS**

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