

# ROCK-IT!

Deception and collection... in space!



6-9 players

Ages 12+

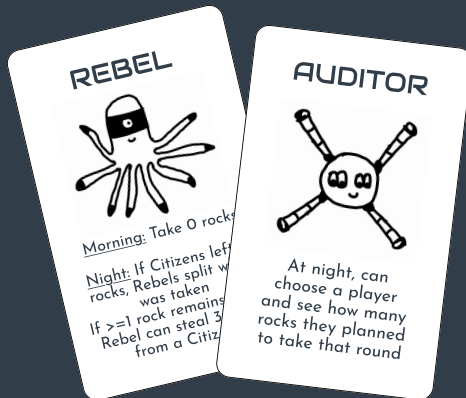
50-80 minutes

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*Deception and collection... in space!*



Welcome to space system Gerbloff, where the world is run by rocks. Whether you're a Citizen, Rebel, or the Alien Overlord, your goal is simple – to be the richest on this side of the galaxy. Bluff and deceive amidst your fellow alien friends (and enemies?), and see who rocks the most at the end of the three orbits around Gerbloff!



A 247G Studios Game

Created by

Elline Hawkins  
Elisabeth Holm  
Jay Li  
Kevin Nguyen

<b>Time</b>	50-80 min.
<b>Age</b>	12+
<b>Players</b>	6-9

# Print and Play Instructions



Print out the entire PDF in color. Note that the file is formatted for double-sided printing.

There are 9 dividers total. Each divider requires the following parts:

## x1 Rule Cheat Sheet

- This is the front panel of the divider. The side with the window graphic should face outward, and the side with rules/roles should face player.

## x2 Wings

- Both wings are printed on the same page. Cut them apart along the dotted line, then tape one wing to each side of the Rule Cheat Sheet. Make sure the glass design on the outside aligns with the window graphic on the front panel. Plain gray sides should face player.
- The gray side of the wings have a dark line. Use this line as a guide to fold down the dashboard for easy storage, folding the wings inwards towards the player and then flattening the entire dashboard down.

## x1 Dashboard

- This forms the base of the divider. We recommend taping the Rule Cheat Sheet first, then taping the wings down onto the Dashboard to secure everything in place.

Important: One divider uses the page labeled Alien Overlord instead of a Dashboard. Use it in the same way as the Dashboard base piece.

There are 120 rocks total. These are made from the pages containing the rock graphics and a 5 × 6 dotted grid.

- Cut along the grid lines to separate the pieces, then crumple each piece to create individual rocks.

There are 8 tokens total. Cut them out from the page containing the 8 red circles.

There are 8 total role cards. These are printed on pages where each card shows the front and back designs side by side. For each card: 1. Cut out the full card (both halves together) 2. Fold it along the center so the front and back align 3. Tape the edges to secure the folded card in place

1 container is needed to hold all the rocks. One option is to make one using instructions detailed at [www.templatemaker.nl/en/bag](http://www.templatemaker.nl/en/bag) (bag template included already in print-and-play). Alternatively, players can use a small bag, box, or any suitable opaque container.

There are also 9 detailed rule sheets for players to read, and 1 alien overlord sheet. These sheets just need to be printed, and each player should have one.



**Rule sheets (x9)**



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## Start: Game Set-up

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## End: Win Conditions

**Citizens:** The player with the most rocks wins!

**Rebels:** If a rebel has the most rocks, all remaining rebels win

# ORBIT PHASES



## 1 - Morning

**Negotiate:** Players may discuss how many rocks to take and choose who will take first.

**Write:** Players place token on how many rocks they will take. Rebels will place token on side.

**Take:** One at a time, players take rocks from the asteroid and place in their ship, passing to the left. You *must* take what you indicated. Make space noises throughout this phase. If the bag is empty, simply pass it on.

## 2 - Dusk

**Reveal:** AO reveals how many rocks are left over. If there are none, all the rocks collected in that round will be distributed amongst the Rebels in the night. If there are rocks left, Rebels can steal in the Night.

**Voting:** Players can choose to vote one player out of the game. Each player votes one time. Group must get a simple majority. If a player is eliminated, they reveal if they were a Rebel.

## 3 - Night

Players close their eyes for cryofreeze and follow the Alien Overlord's instructions. Citizens can gain information and Rebels can steal!

Sentinels, Bandits, Auditors, and Rebels, get ready to act when the AO wakes you from cryofreeze.

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# ROLES

**Alien Overlord (AO)** - The game master, see separate instructions sheet

**Rebel (R)** - Takes 0 rocks each turn; can each steal 3 rocks at night

**Auditor (A)** - Can see how many rocks 1 player planned to take each round

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# Alien Overlord rule sheet (x1)





# A BEGINNER'S GUIDE TO BEING AN ALIEN OVERLORD



Congrats on your latest promotion! As Alien Overlord, you may introduce as much storytelling to the game as you'd like. Remember, you're the overlord of this solar system! :) (Note that not every role is present for every game, so you may need to skip some steps!)

## Starting Phase

Hand out role cards, instruct players to look. Then, have players close their eyes

Wake up **Rebels** and let them see who the other Rebels are. Put them to sleep.

Wake up **Oracle**. Point to two players: one of which is a Rebel and one of which is not. Put them to sleep.

## Orbits (3 per game)

### Morning

Wake up players and announce any players that died overnight. →

Place leftover rocks + one pre-prepared pile of rocks in the asteroid. →

Allow players to discuss and write down number they want to take.

### Dusk

Dump out asteroid for all to see. Note if there are or aren't rocks left. →

Players can vote someone out if they wish. A simple majority gets a player out. The Captain's vote (for or against voting someone out) counts as two votes. If a player is eliminated, they reveal if they were a Rebel.

### Night

**1 - Wake up Sentinel.** Ask who they will protect tonight. This player will be safe from robbery (both by Rebels and Bandit) tonight. Put them to sleep. →

**2 - Wake up Bandit.** Ask if they want to use their 1 time steal tonight. If so, take 2 rocks from the player of their choosing. Put them back to sleep. →

**3 - Wake up Auditor.** Have them point to who they want to audit. Look at the number written on their dashboard from that orbit. Hold up that number of fingers. Put them to sleep.

→

**4 - Recall** whether there were any rocks left at the end of the round. If  $>= 1$ :

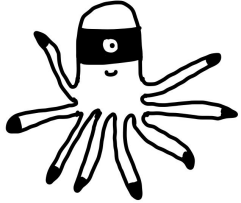
- Have each Citizen hold out **CLOSED** hand with 3 rocks. If they don't have 3 rocks, hold out what they have. Wake up **Rebels** and allow each of them to steal 3 rocks from any Citizen. Put them to sleep. If 0:
- Have Citizens hold out hand with the number of rocks they took from the bag in the previous round. Collect these rocks from the players and split them between the Rebels (put any remainder aside and inform players).



**Role cards**  
**(8 total cards)**



REBEL



Morning: Take 0 rocks

Night: If Citizens left 0 rocks, Rebels split what was taken

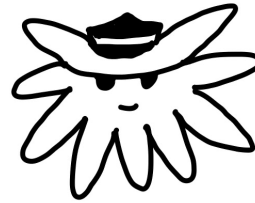
If  $\geq 1$  rock remains, each Rebel can steal 3 rocks from a Citizen



ROCK-IT!



CAPTAIN



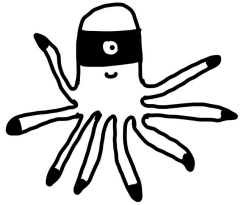
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ROCK-IT!



REBEL



Morning: Take 0 rocks

Night: If Citizens left 0 rocks, Rebels split what was taken

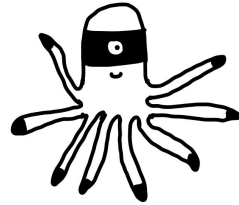
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ROCK-IT!



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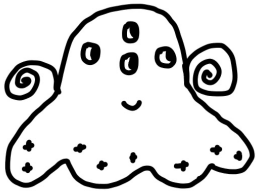


ROCK-IT!





## ORACLE



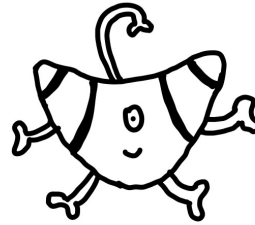
When beginning the game: the Alien Overlord will point out any two players to the Oracle, one is a Rebel, one a Citizen



ROCK-IT!



## BANDIT



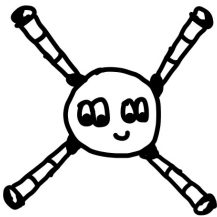
One time during the game, can steal 2 rocks from another player at night



ROCK-IT!



## AUDITOR



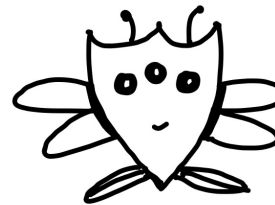
At night, can choose a player and see how many rocks they planned to take that round



ROCK-IT!



## SENTINEL



Must protect one player from having their rocks stolen each night (cannot choose themselves)



ROCK-IT!





**Player dashboards (x8)**

















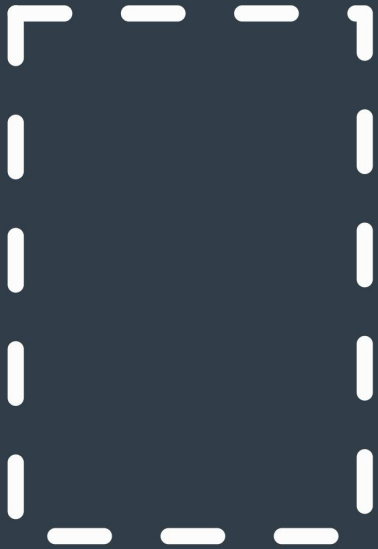






# ROLE

REQUESTED # OF ROCKS FOR CURRENT ORBIT  
(PLACE TOKEN)



ROCKS

ORBIT 1	ORBIT 2	ORBIT 3

# DASHBOARD







# ROLE

REQUESTED # OF ROCKS FOR CURRENT ORBIT  
(PLACE TOKEN)



ROCKS

ORBIT 1	ORBIT 2	ORBIT 3

# DASHBOARD



# Alien Overlord dashboard (x1)



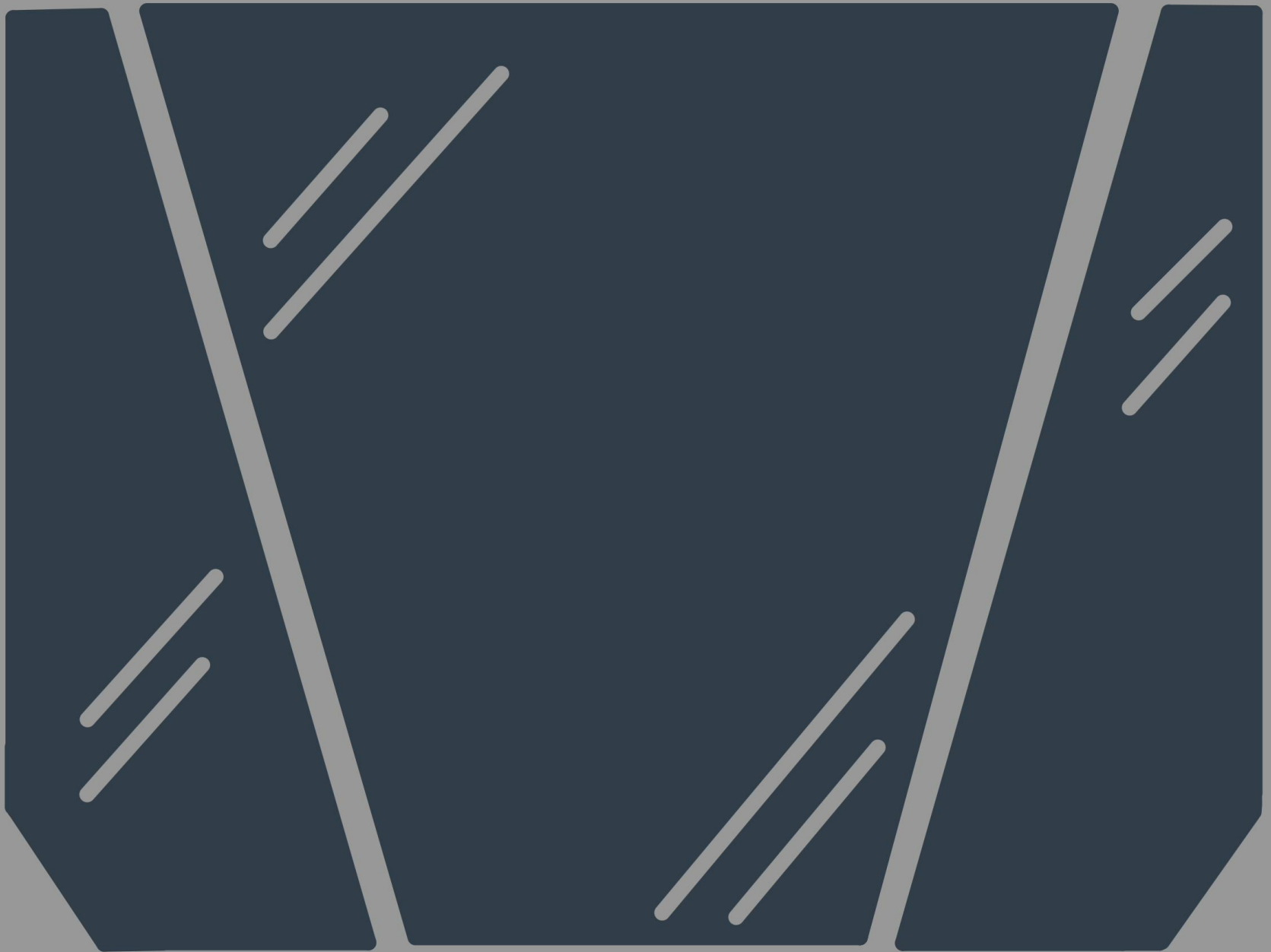
ALIEN OVERLORD



**Dashboard**

**front piece (x9)**





# ORBIT STRUCTURE

## 1 - Morning

**Negotiate:** Players may discuss how many rocks to take and choose who will take first.

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## 2 - Dusk

**Reveal:** AO reveals how many rocks are left over. If there are none, all the rocks collected in that round will be distributed amongst the Rebels in the night. If there are rocks left, Rebels can steal in the Night.

**Voting:** Players can choose to vote one player out of the game. Each player votes once. They must get a simple majority. If a player is eliminated, they reveal if they were a Rebel.

## 3 - Night

Players close their eyes for cryofreeze and follow the Alien Overlord's instructions. Citizens can gain information and Rebels can steal!

Sentinels, Bandits, Auditors, and Rebels, get ready to act when the AO wakes you from cryofreeze.

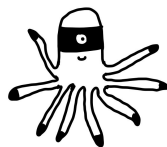
If the AO requests it, everyone will hold out a closed hand with 3 rocks (with eyes still closed), and Rebels will each choose a Citizen to steal from.

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**Morning:** Take 0 rocks

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### ORACLE



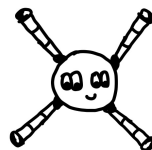
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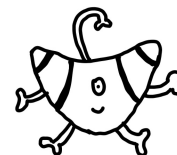
When casting votes, the Captain's vote counts for two

### AUDITOR



At night, can choose a player and see how many rocks they planned to take that round

### BANDIT



One time during the game, can steal 2 rocks from another player at night

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Must protect one player from having their rocks stolen each night (cannot choose themselves)



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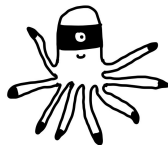
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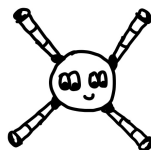
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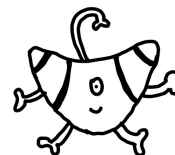
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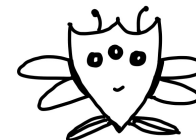
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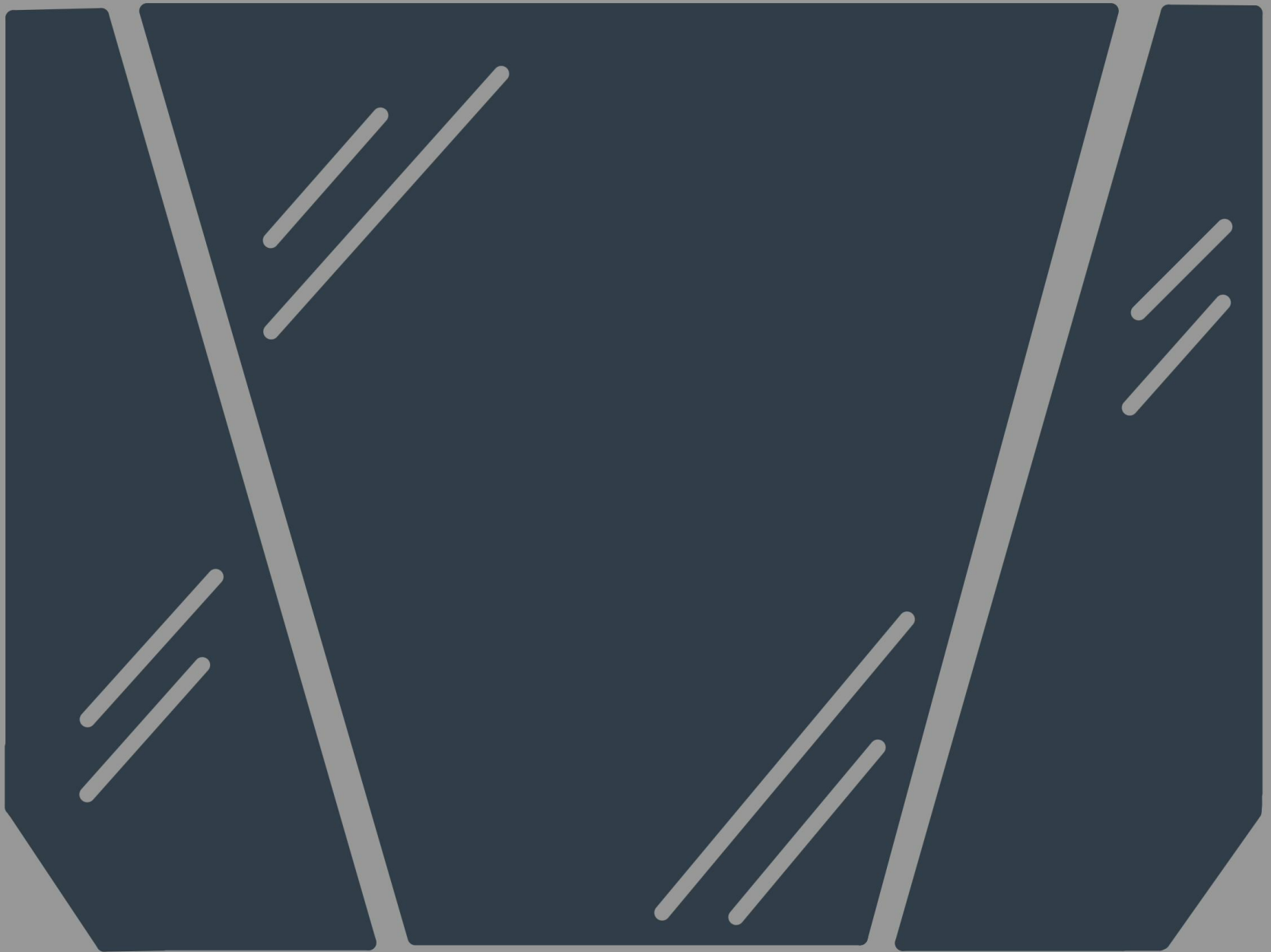


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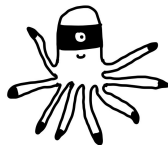
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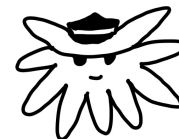
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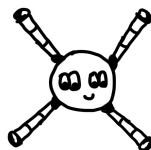
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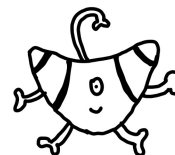
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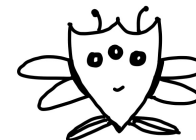
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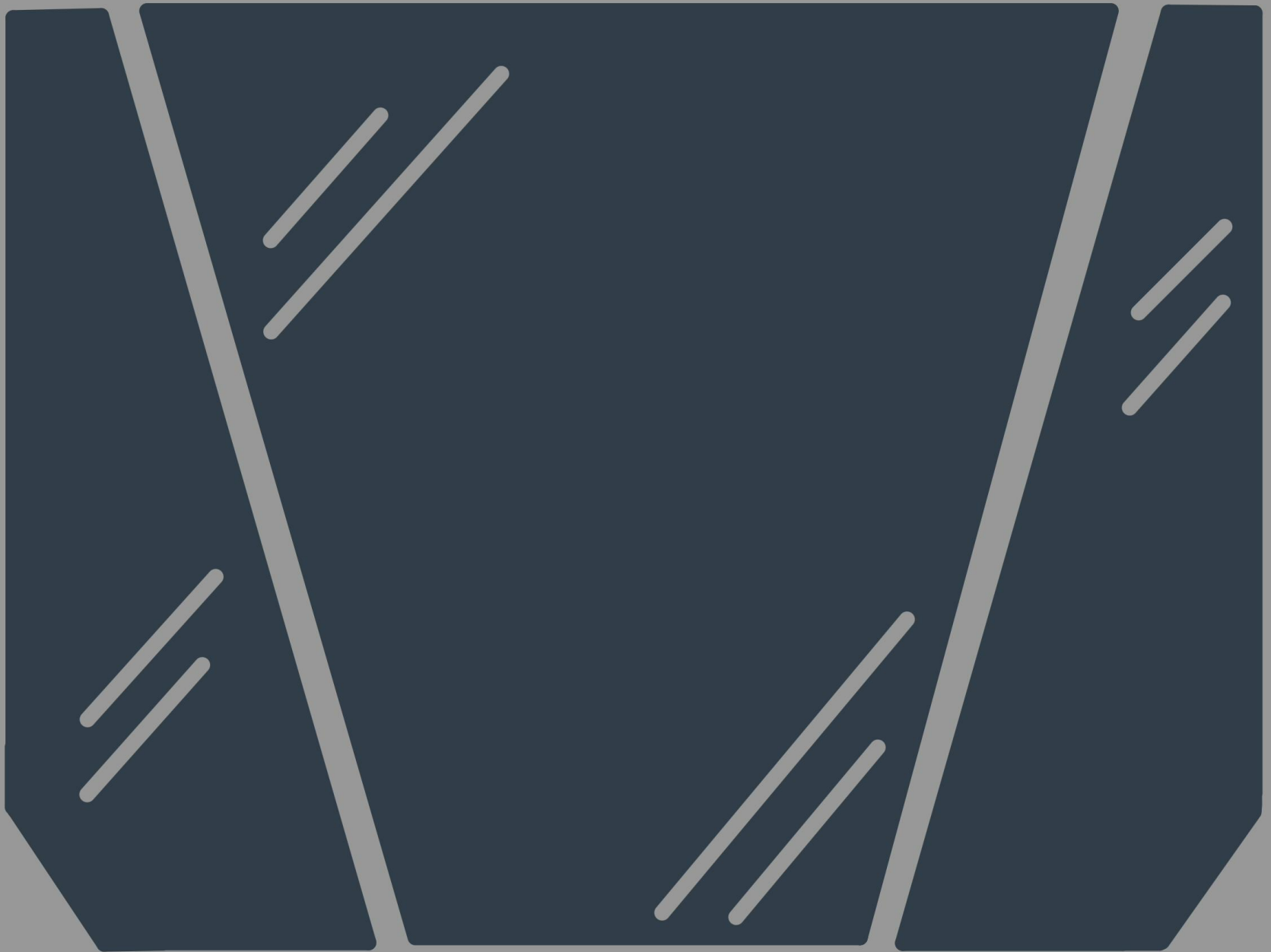


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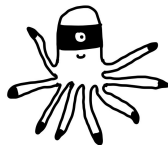
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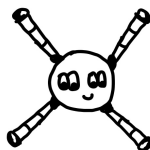
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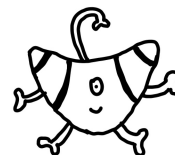
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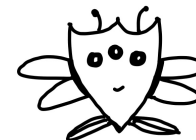
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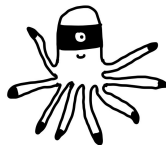
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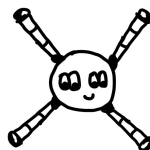
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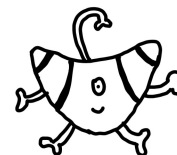
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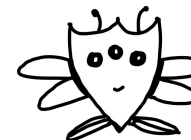
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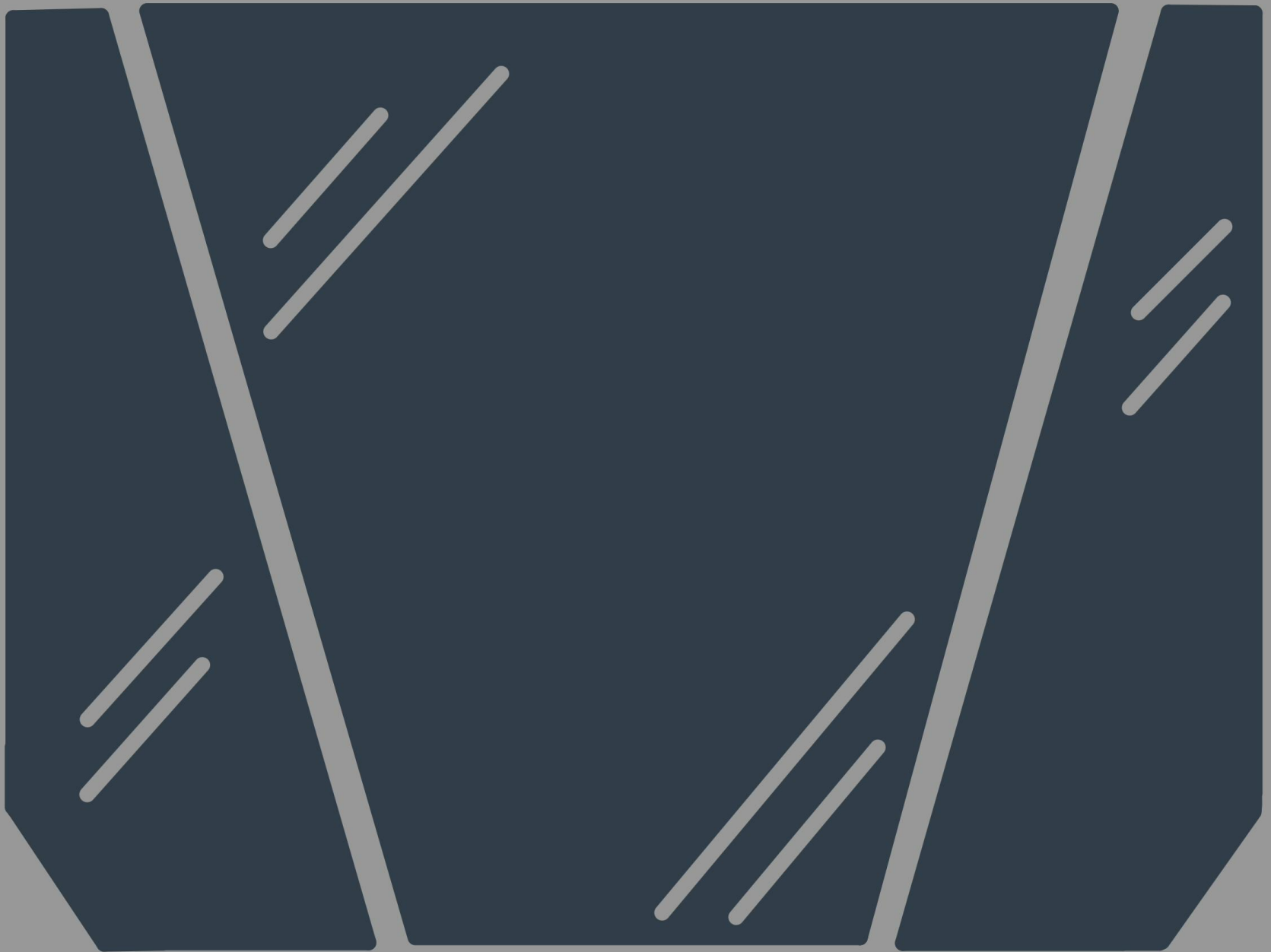


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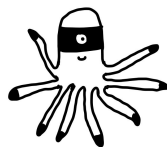
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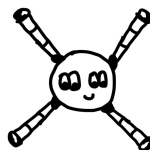
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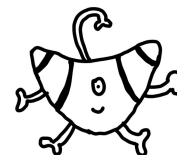
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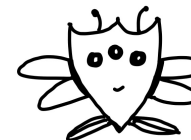
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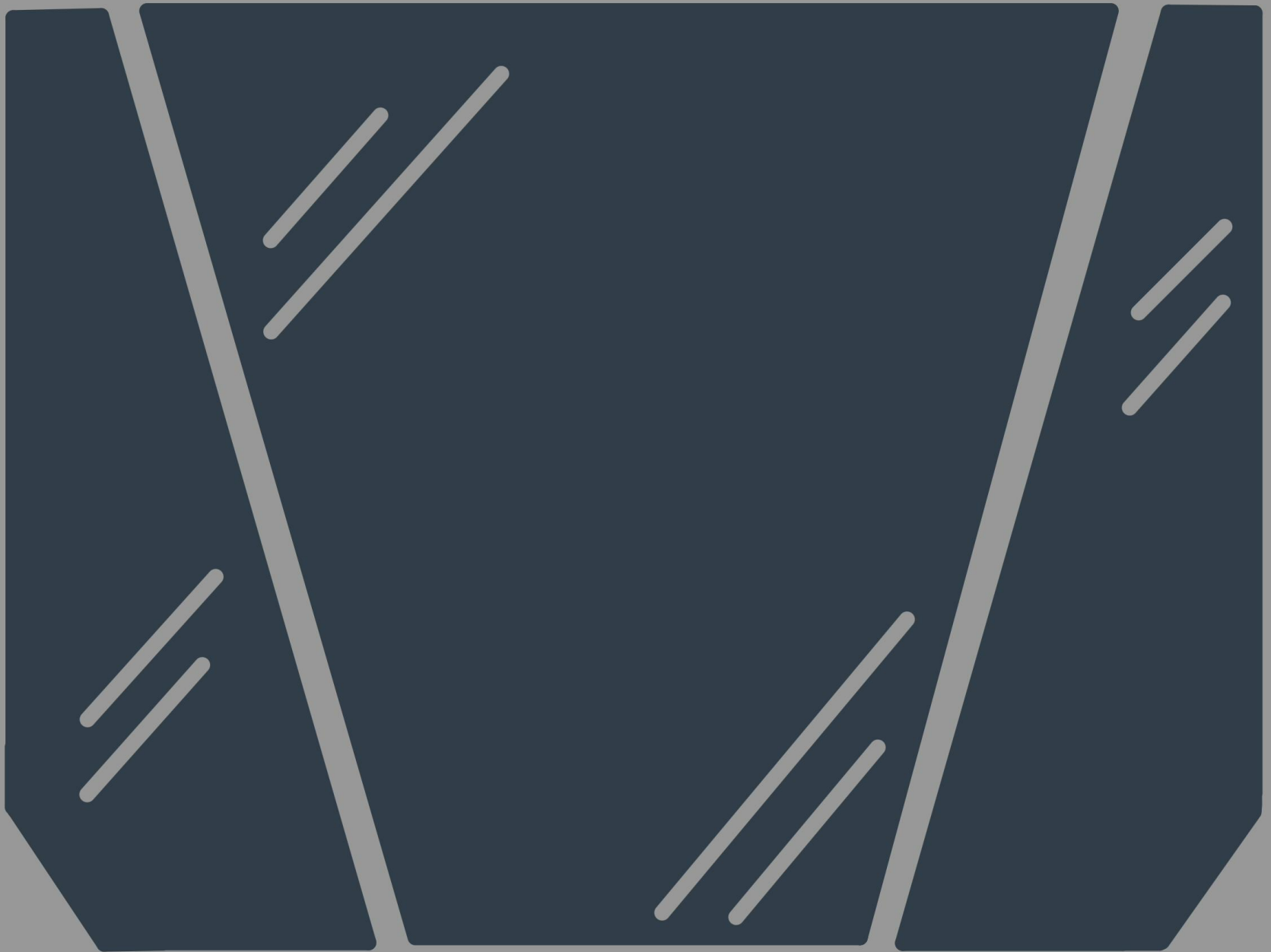


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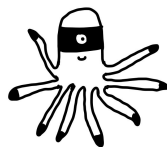
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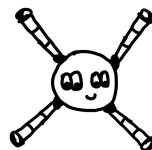
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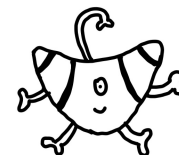
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## AUDITOR



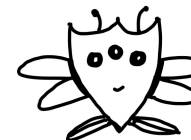
At night, can choose a player and see how many rocks they planned to take that round

## BANDIT



One time during the game, can steal 2 rocks from another player at night

## SENTINEL



Must protect one player from having their rocks stolen each night (cannot choose themselves)



# ORBIT STRUCTURE

## 1 - Morning

**Negotiate:** Players may discuss how many rocks to take and choose who will take first.

**Write:** Players place token on dashboard to indicate how many rocks they will take. Rebels will always take 0.

**Take:** One at a time, players take rocks from the asteroid and place in their ship, passing to the left. You must take what you indicated. Make space noises throughout this phase. If the bag is empty, simply pass it on.

## 2 - Dusk

**Reveal:** AO reveals how many rocks are left over. If there are none, all the rocks collected in that round will be distributed amongst the Rebels in the night. If there are rocks left, Rebels can steal in the Night.

**Voting:** Players can choose to vote one player out of the game. Each player votes once. They must get a simple majority. If a player is eliminated, they reveal if they were a Rebel.

## 3 - Night

Players close their eyes for cryofreeze and follow the Alien Overlord's instructions. Citizens can gain information and Rebels can steal!

Sentinels, Bandits, Auditors, and Rebels, get ready to act when the AO wakes you from cryofreeze.

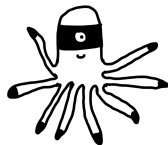
If the AO requests it, everyone will hold out a closed hand with 3 rocks (with eyes still closed), and Rebels will each choose a Citizen to steal from.

# ROLES CHEAT SHEET

# Players      Roles in Play

5.....AO, 1R, A, B, S  
6.....AO, 2R, A, B, S  
7.....AO, 2R, A, B, S, O  
8.....AO, 3R, A, B, S, O  
9.....AO, 3R, A, B, S, O, C

### REBEL



**Morning:** Take 0 rocks

**Night:** If Citizens left 0 rocks, Rebels split what was taken  
If  $\geq 1$  rock remains, each Rebel can steal 3 rocks from a Citizen

### ORACLE



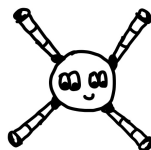
When beginning the game: the Alien Overlord will point out two players to the Oracle, one of which is a Rebel

### CAPTAIN



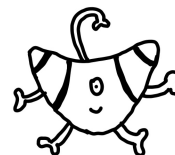
When casting votes, the Captain's vote counts for two

### AUDITOR



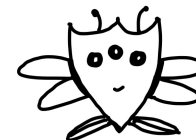
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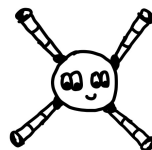
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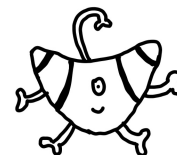
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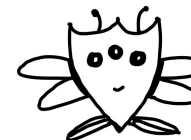
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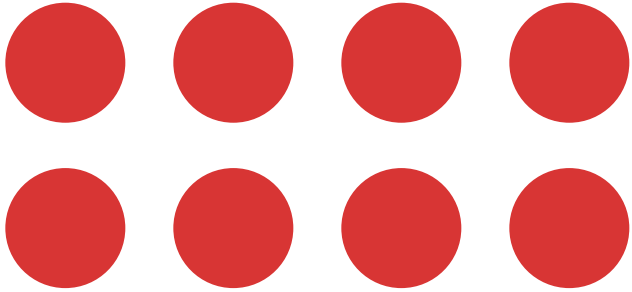


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**Tokens**

**(8 on one sheet)**



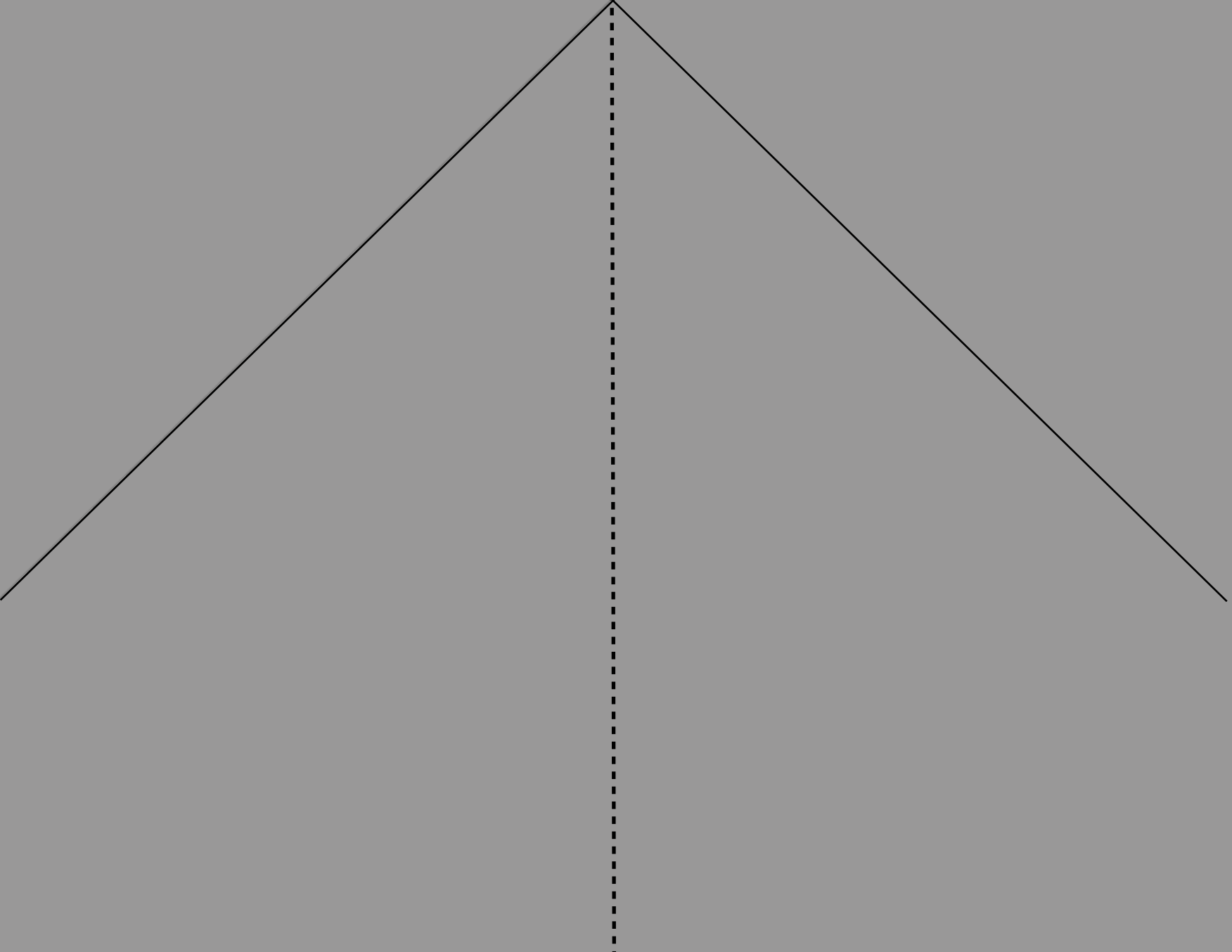


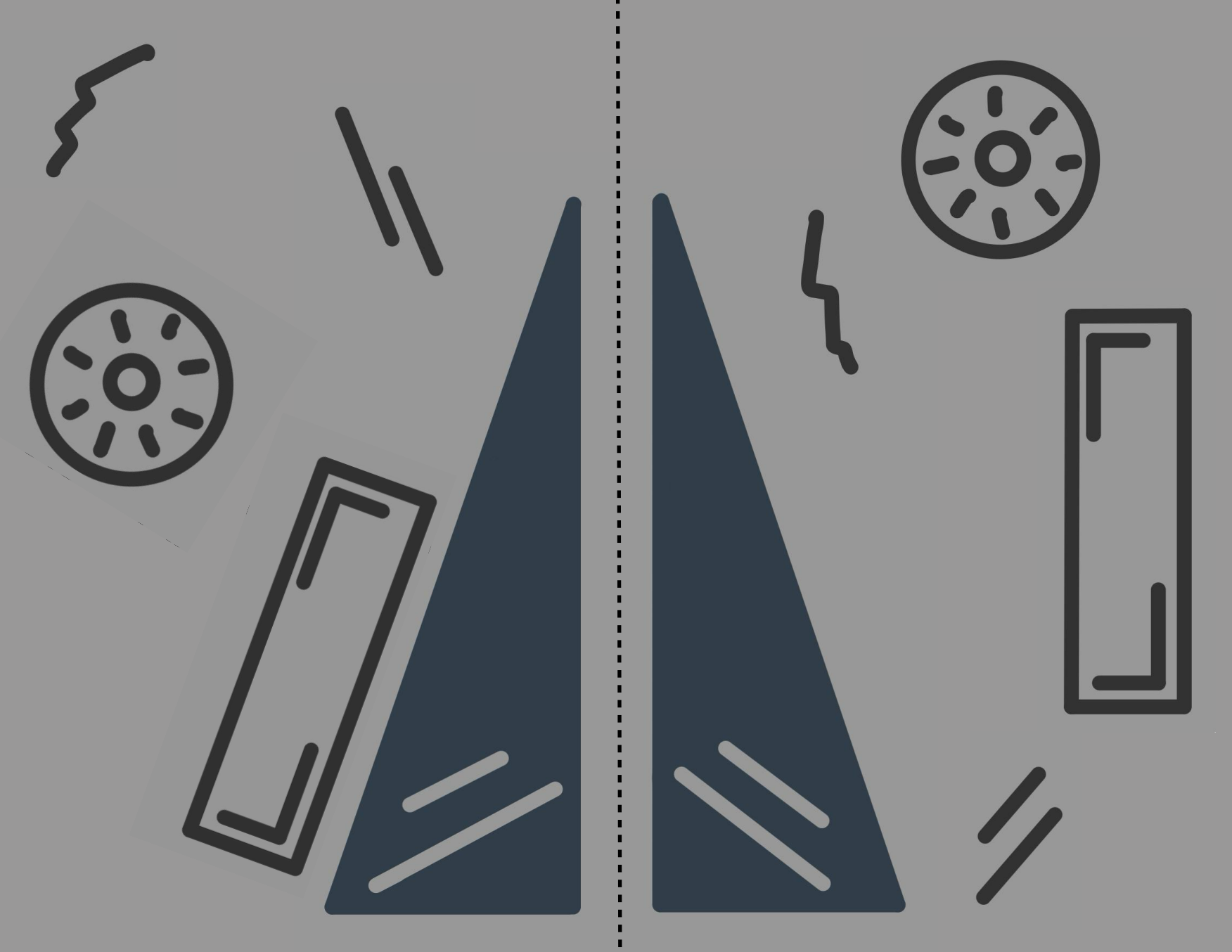
TOKENS

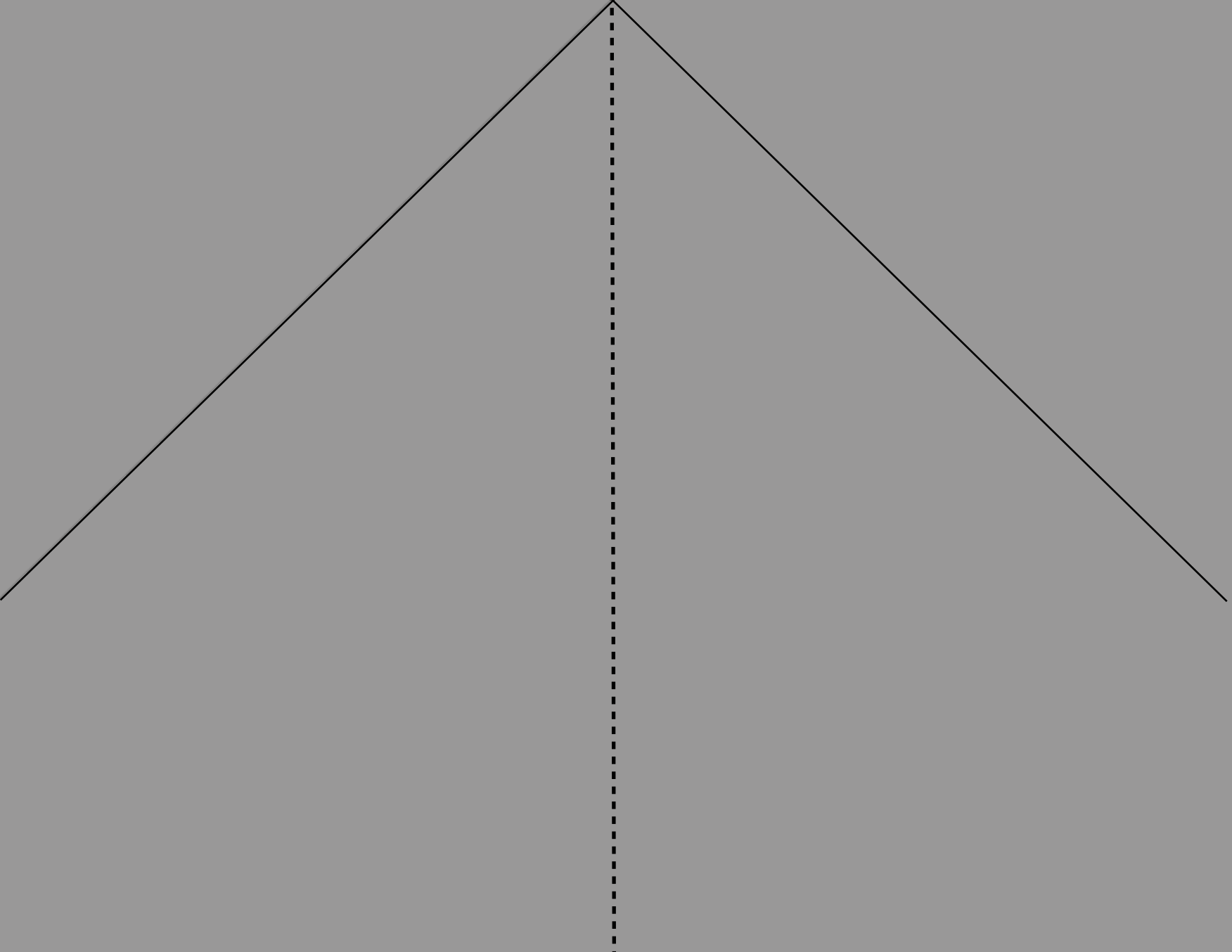


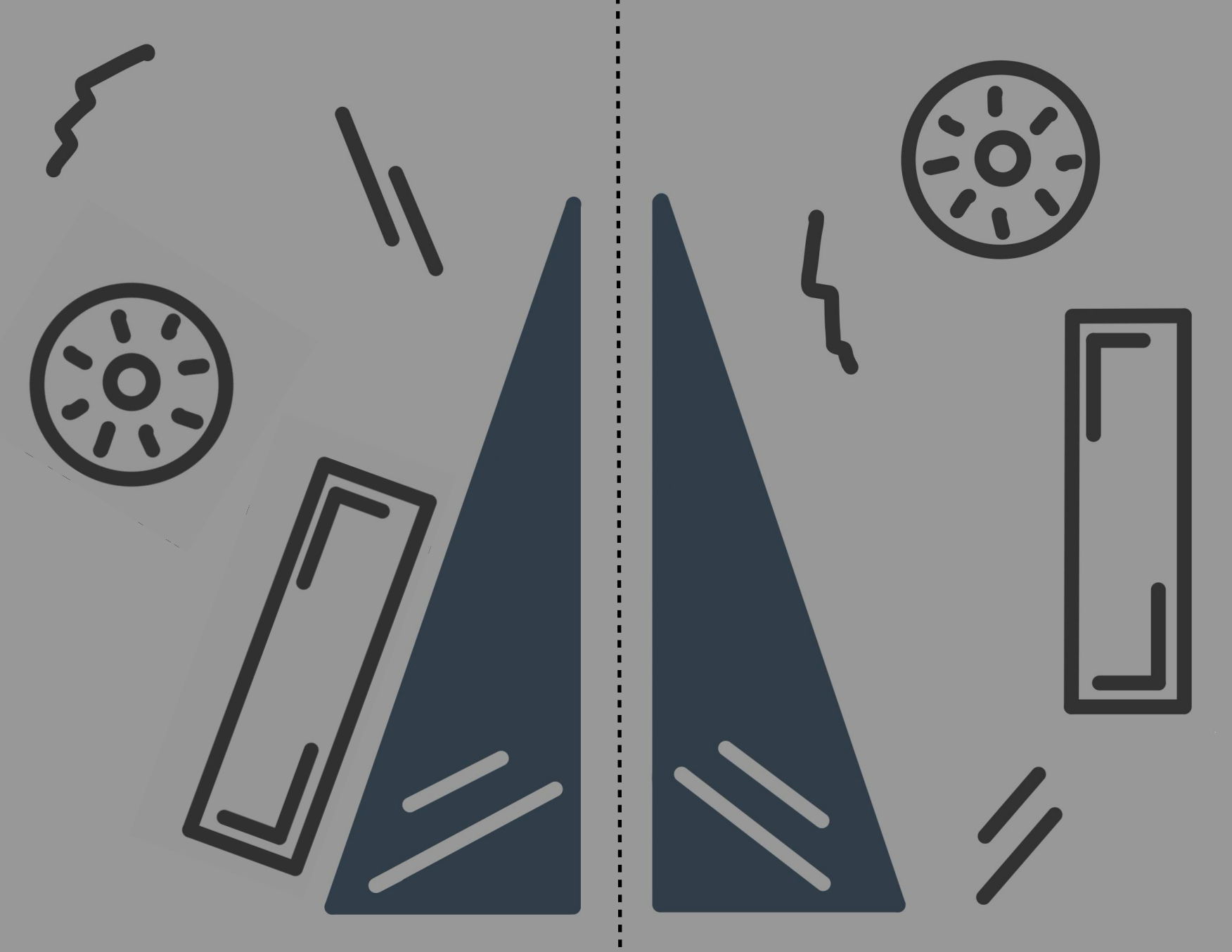
**Dashboard wings (x9)**

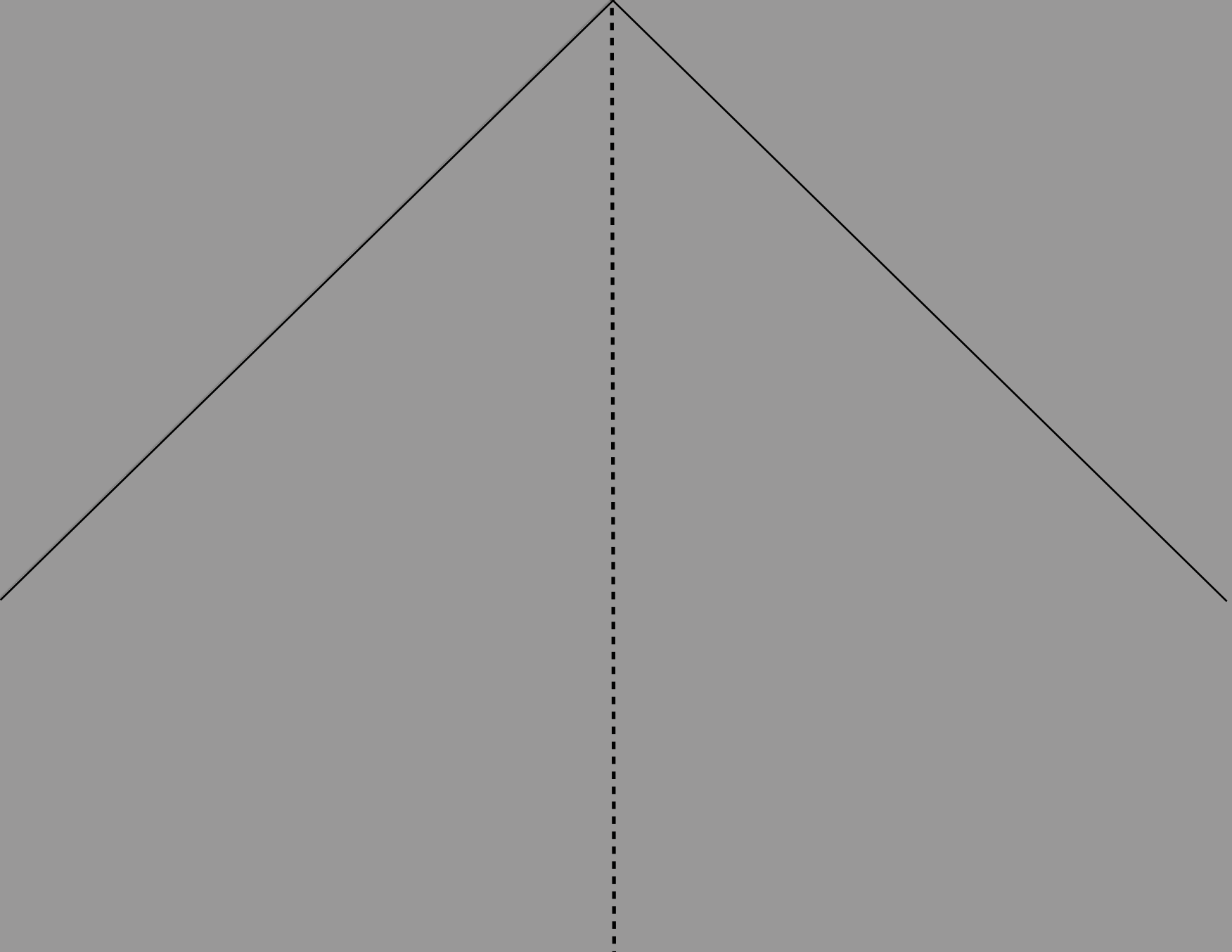


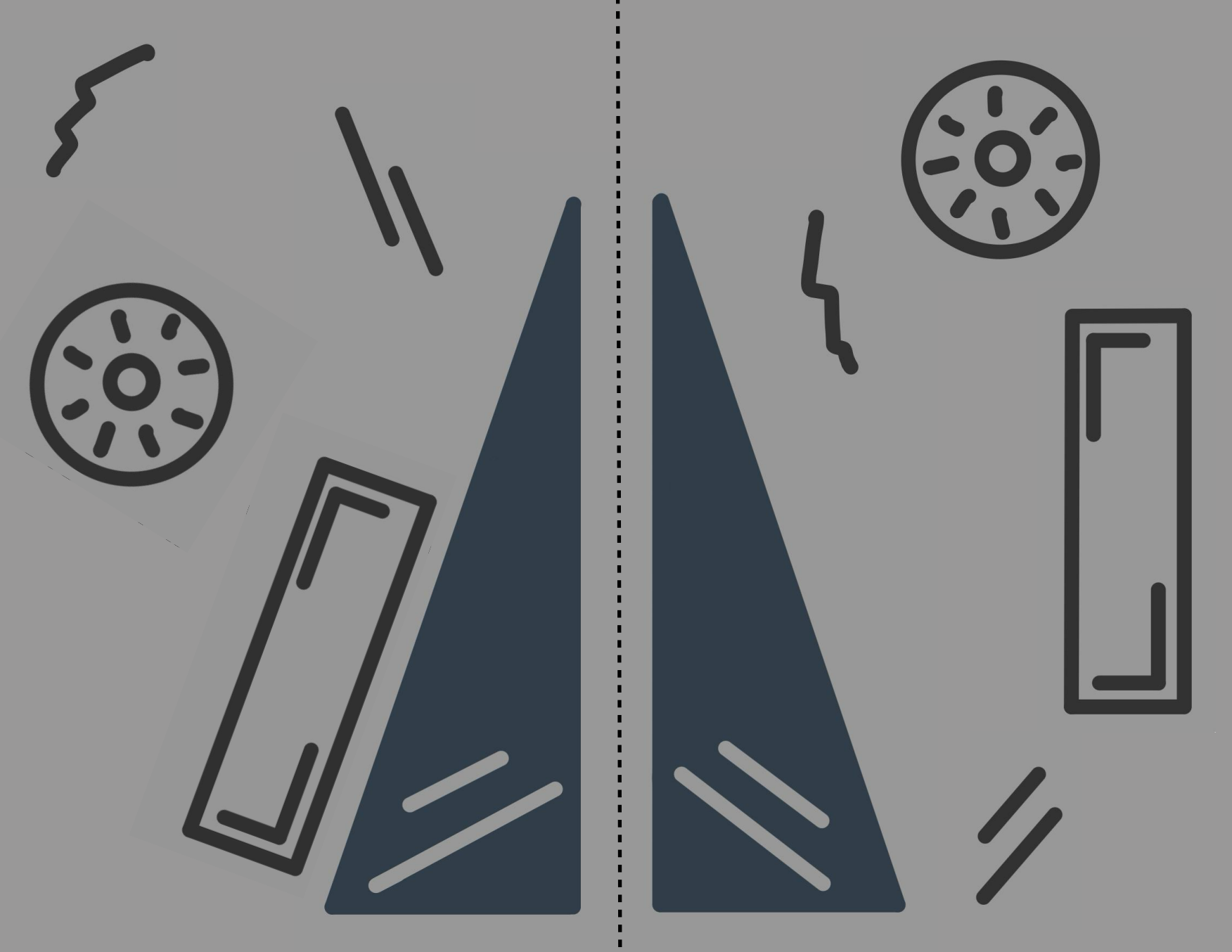


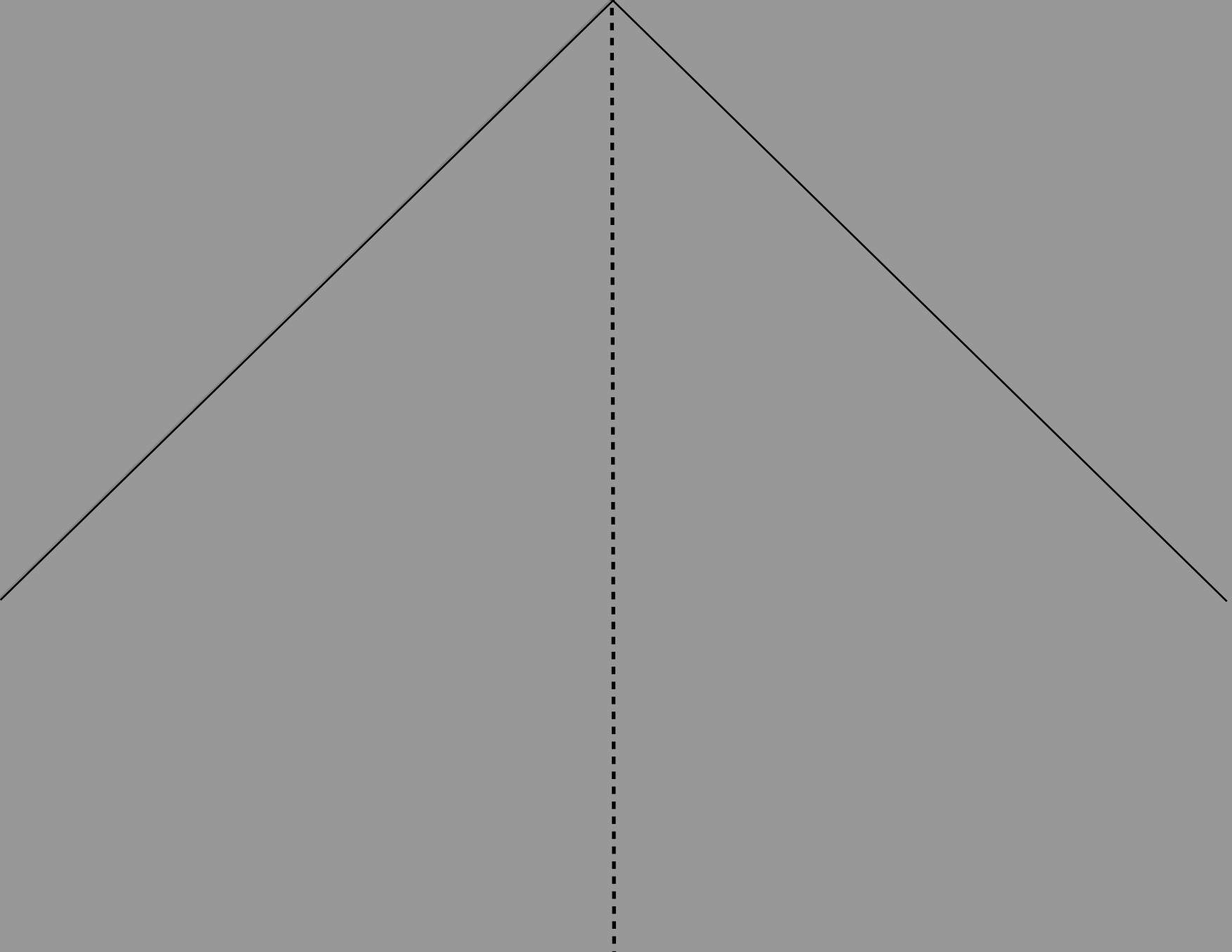


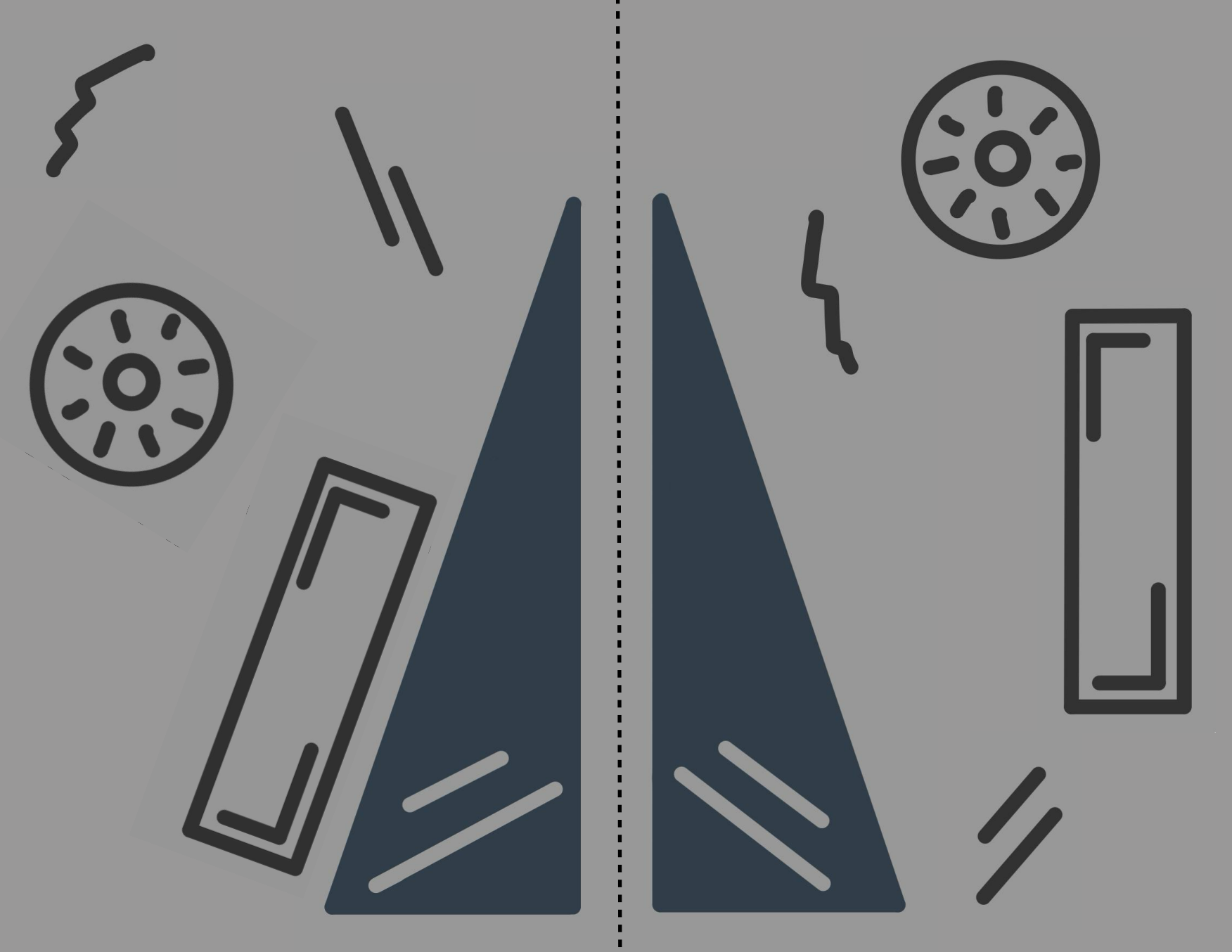


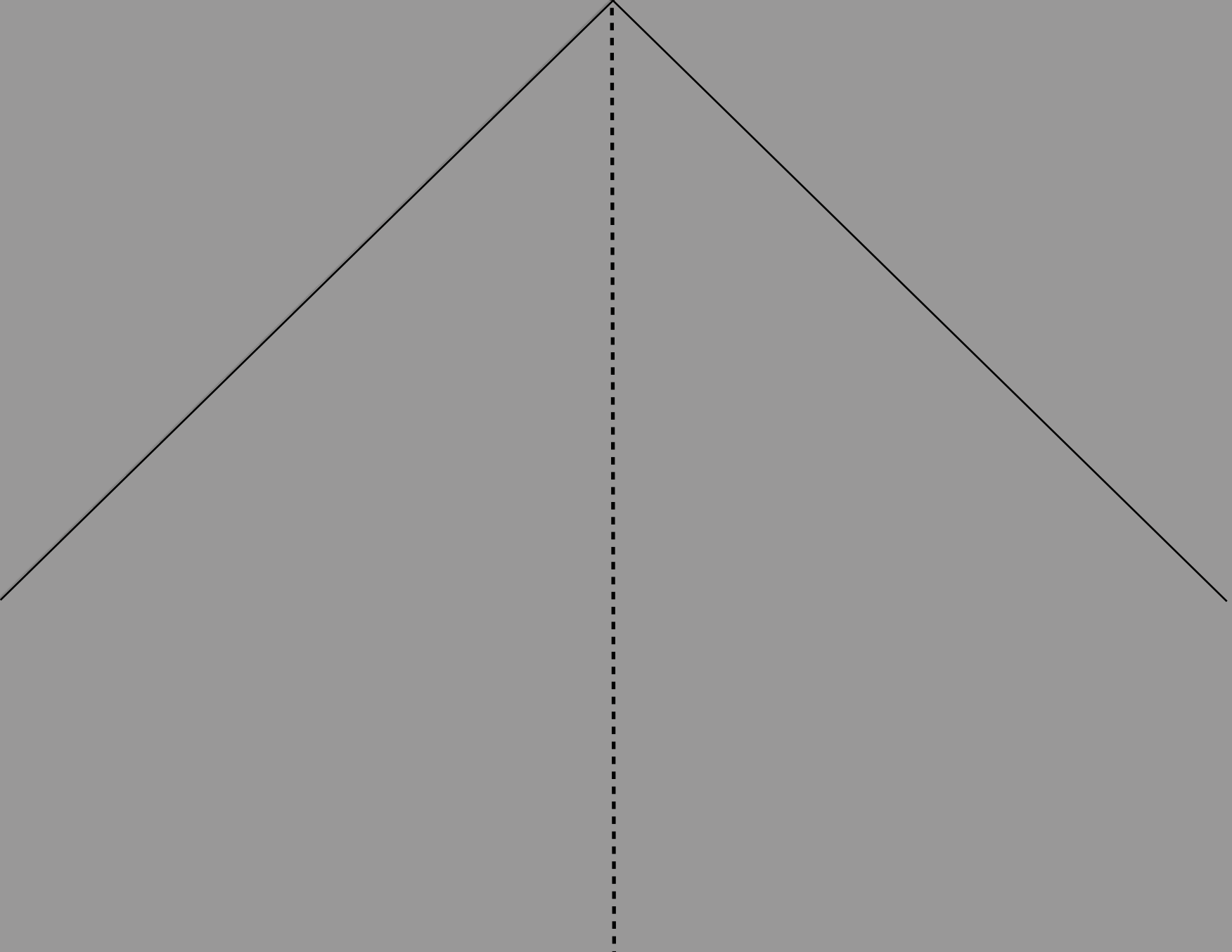


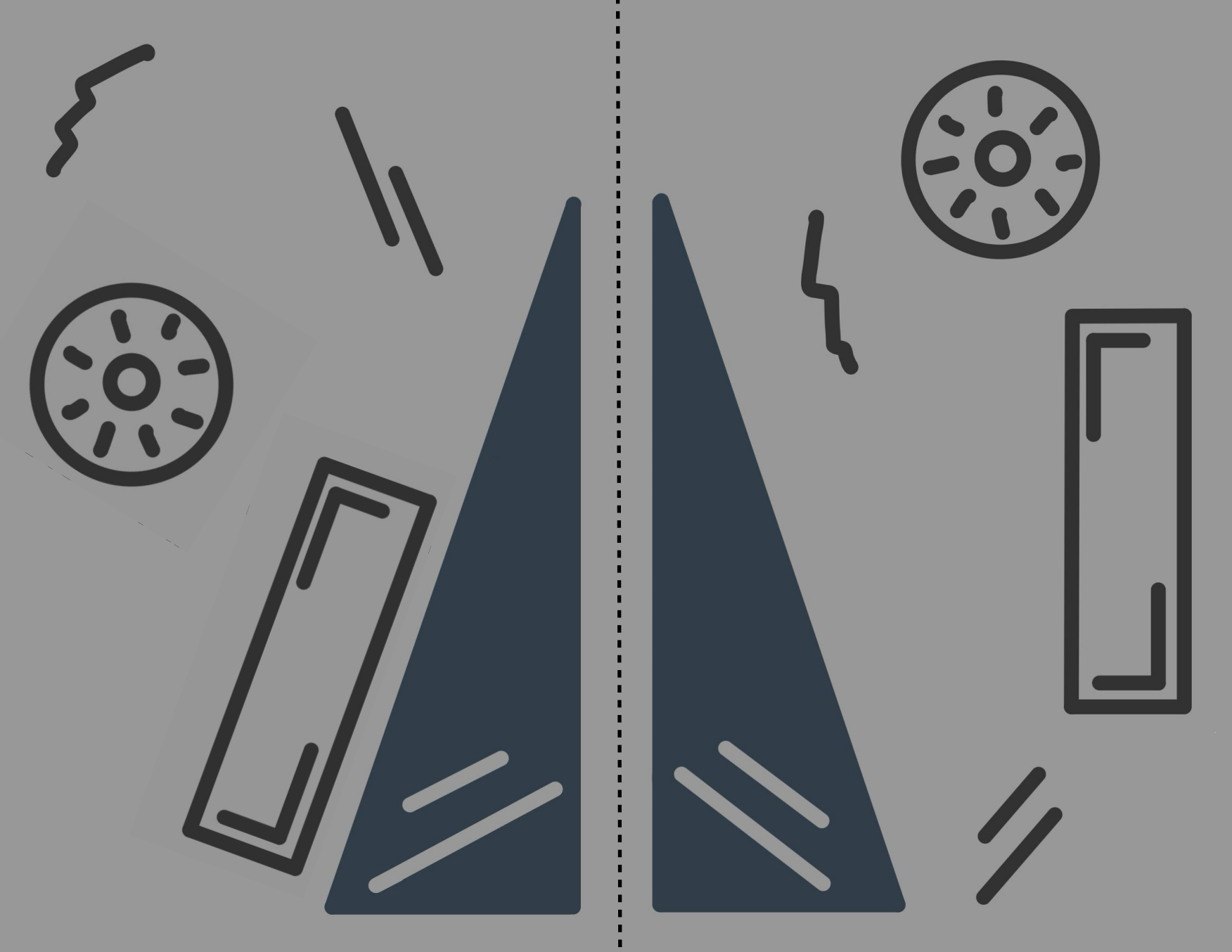


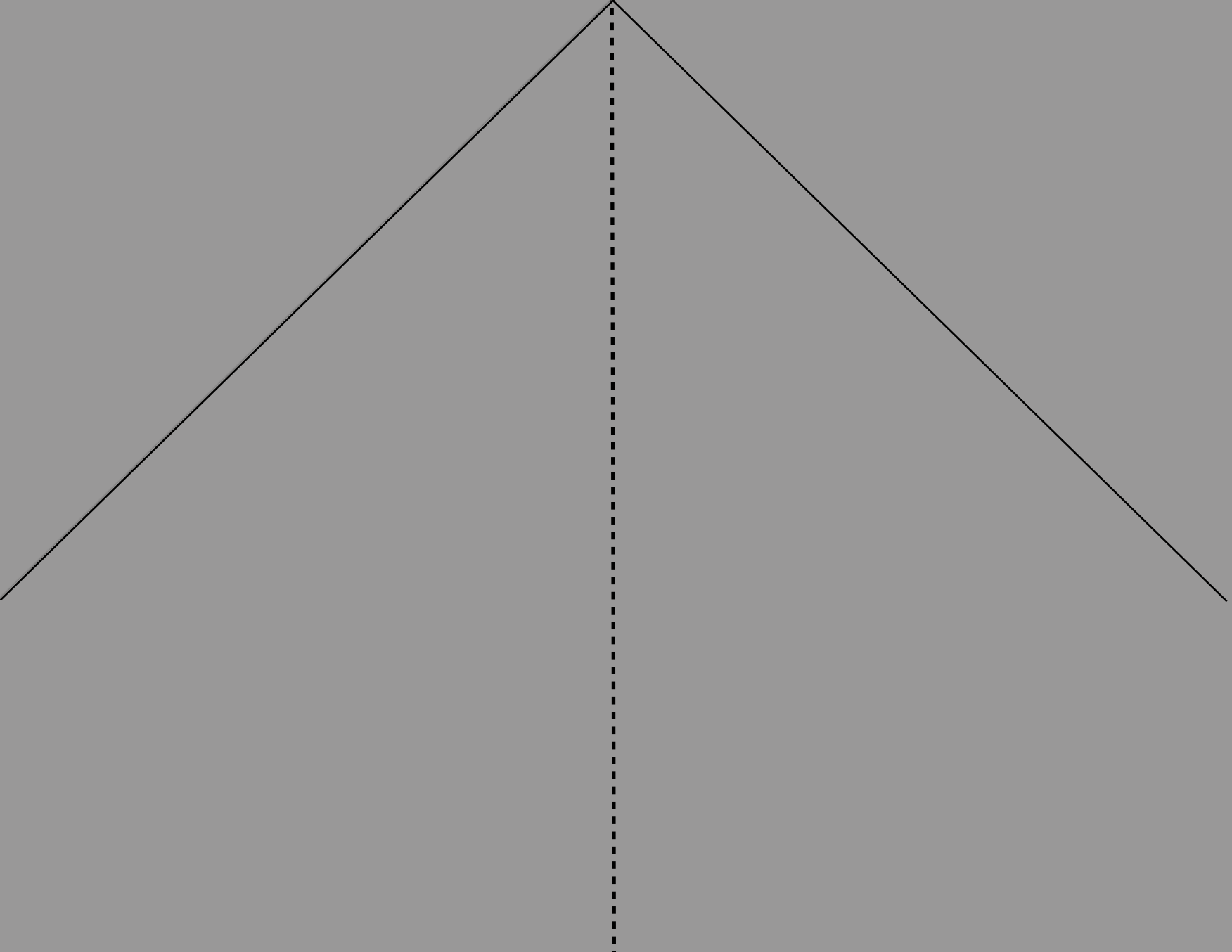


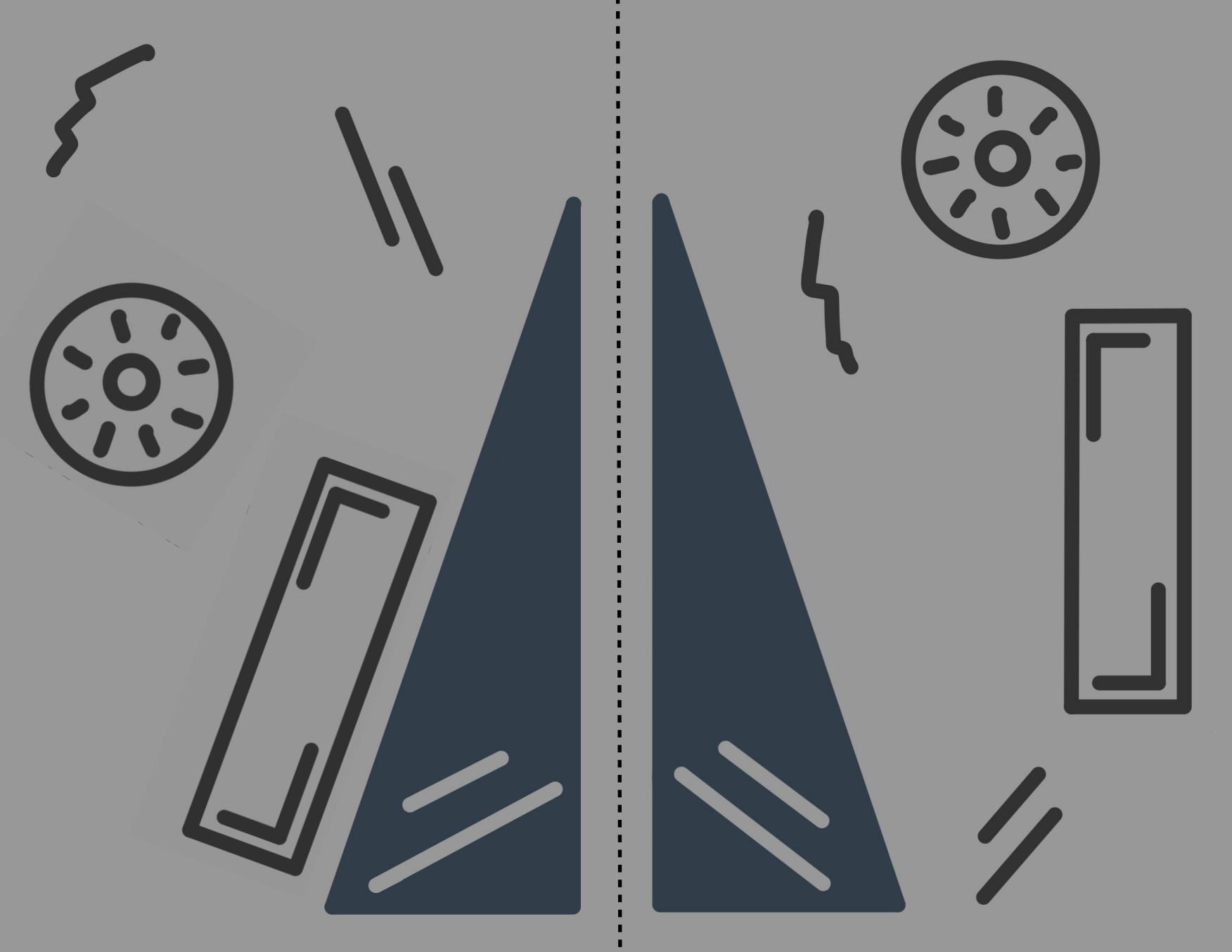


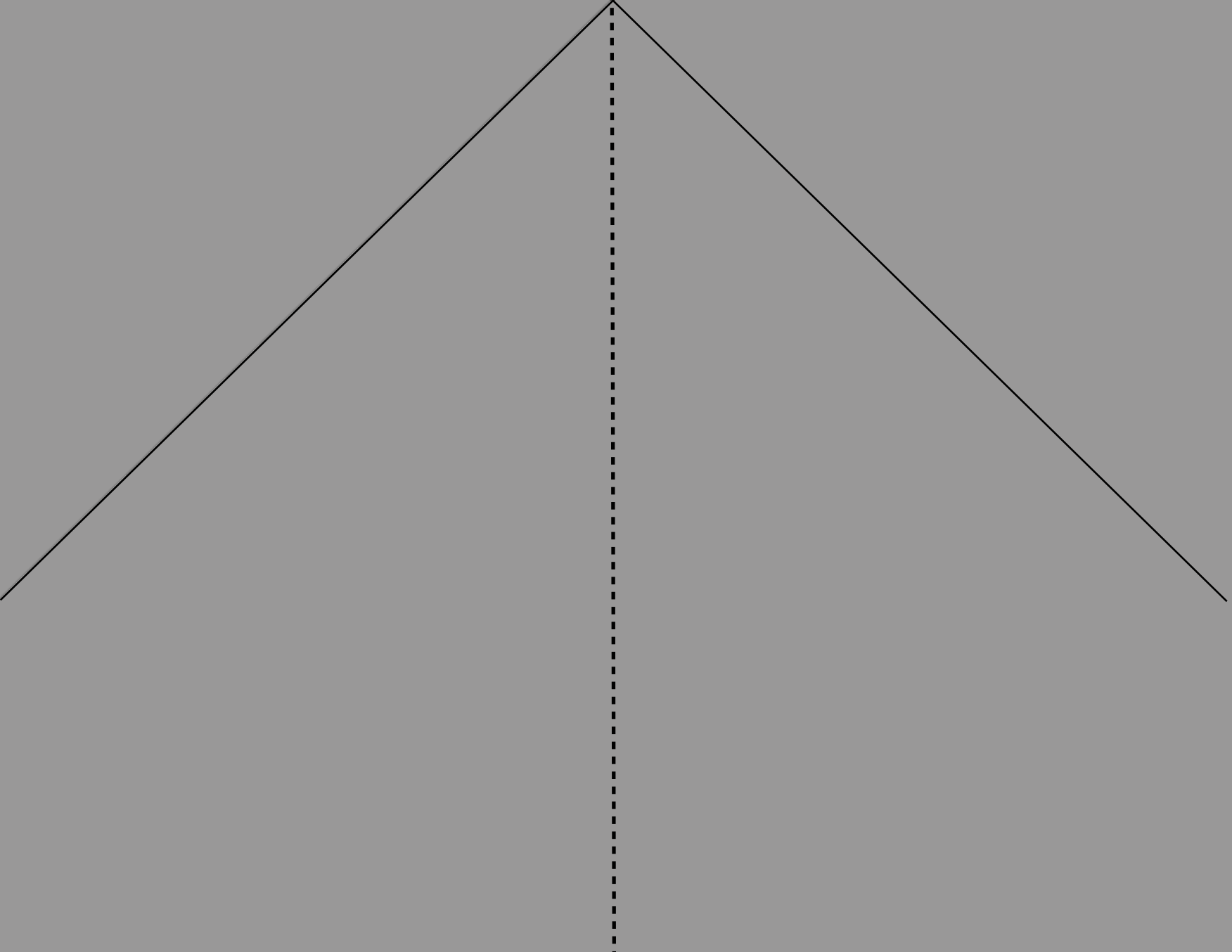


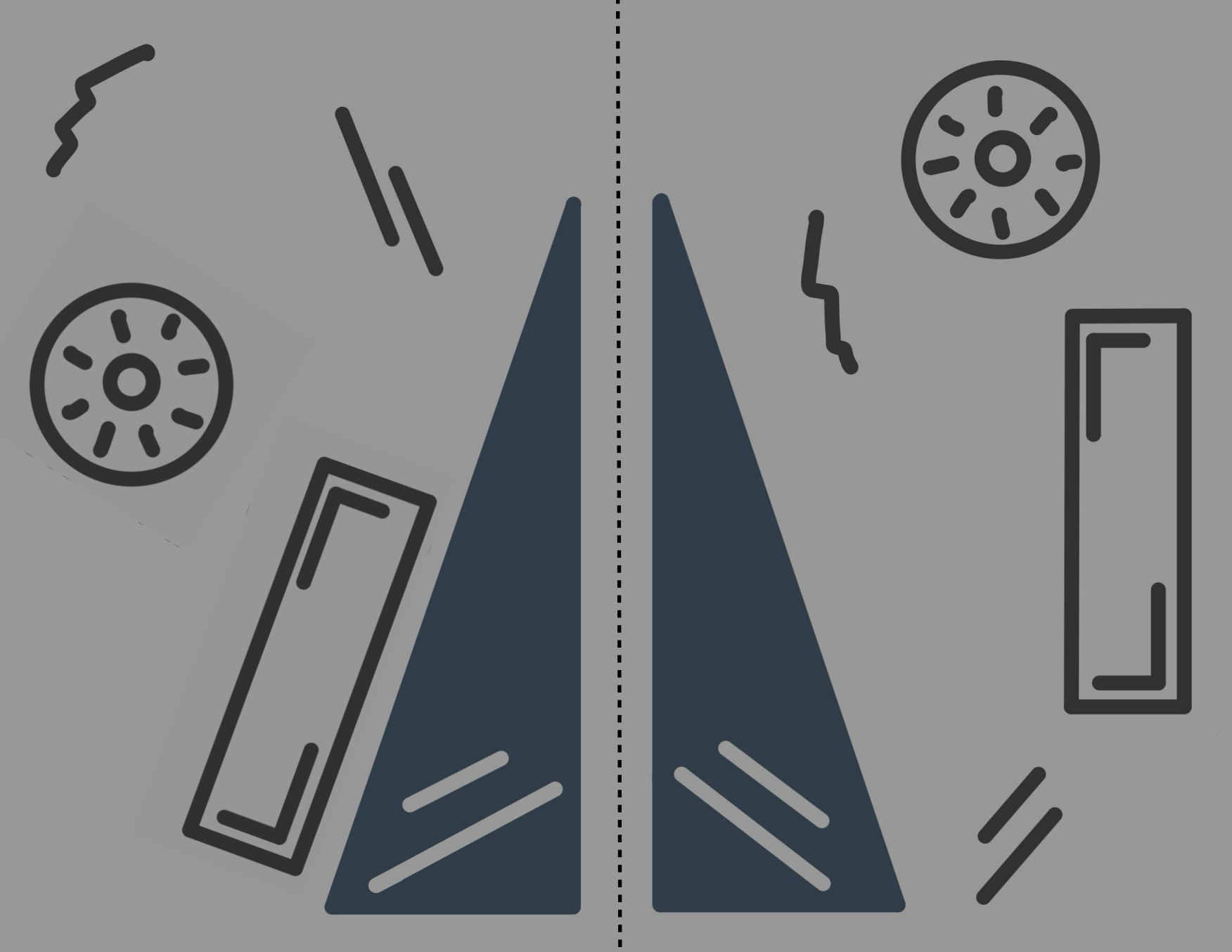


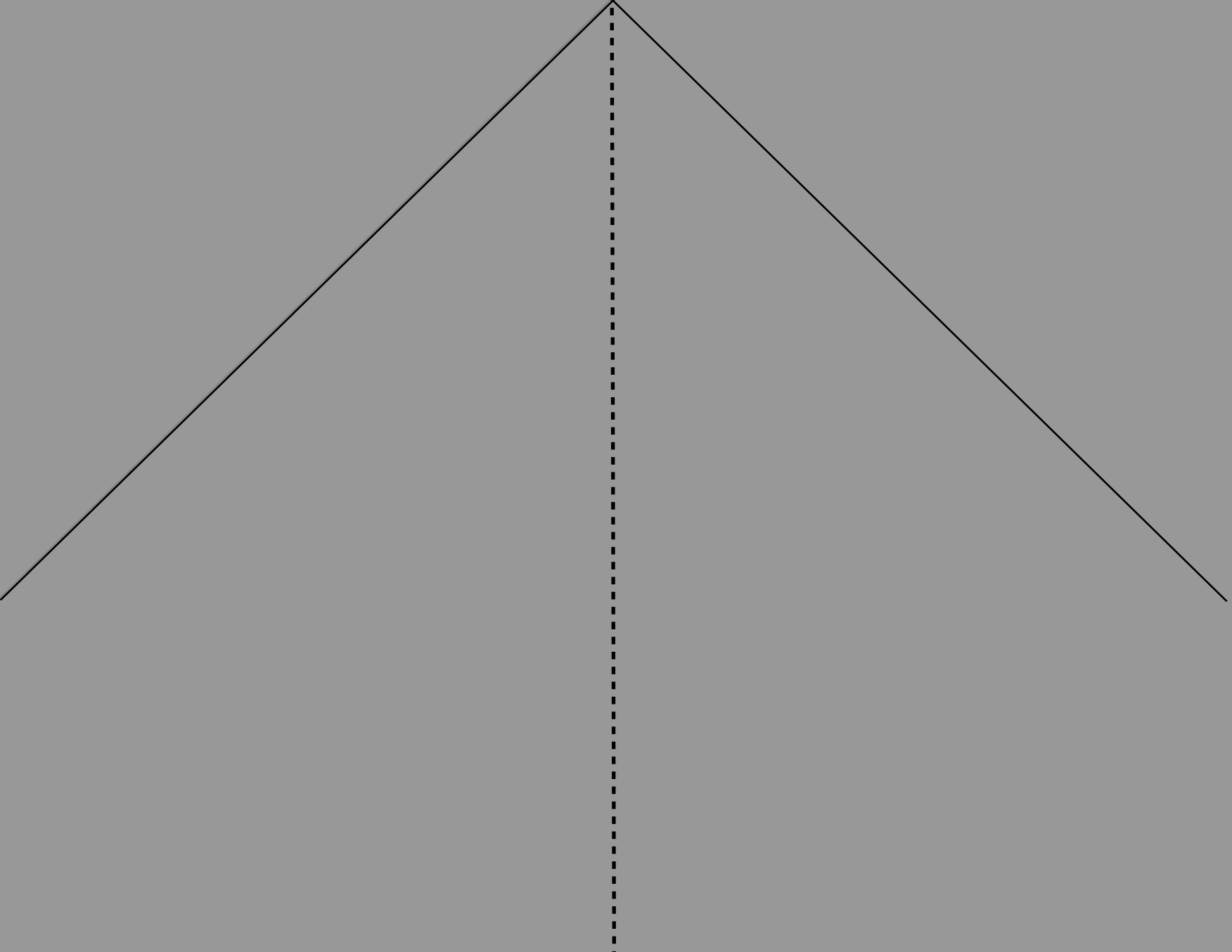


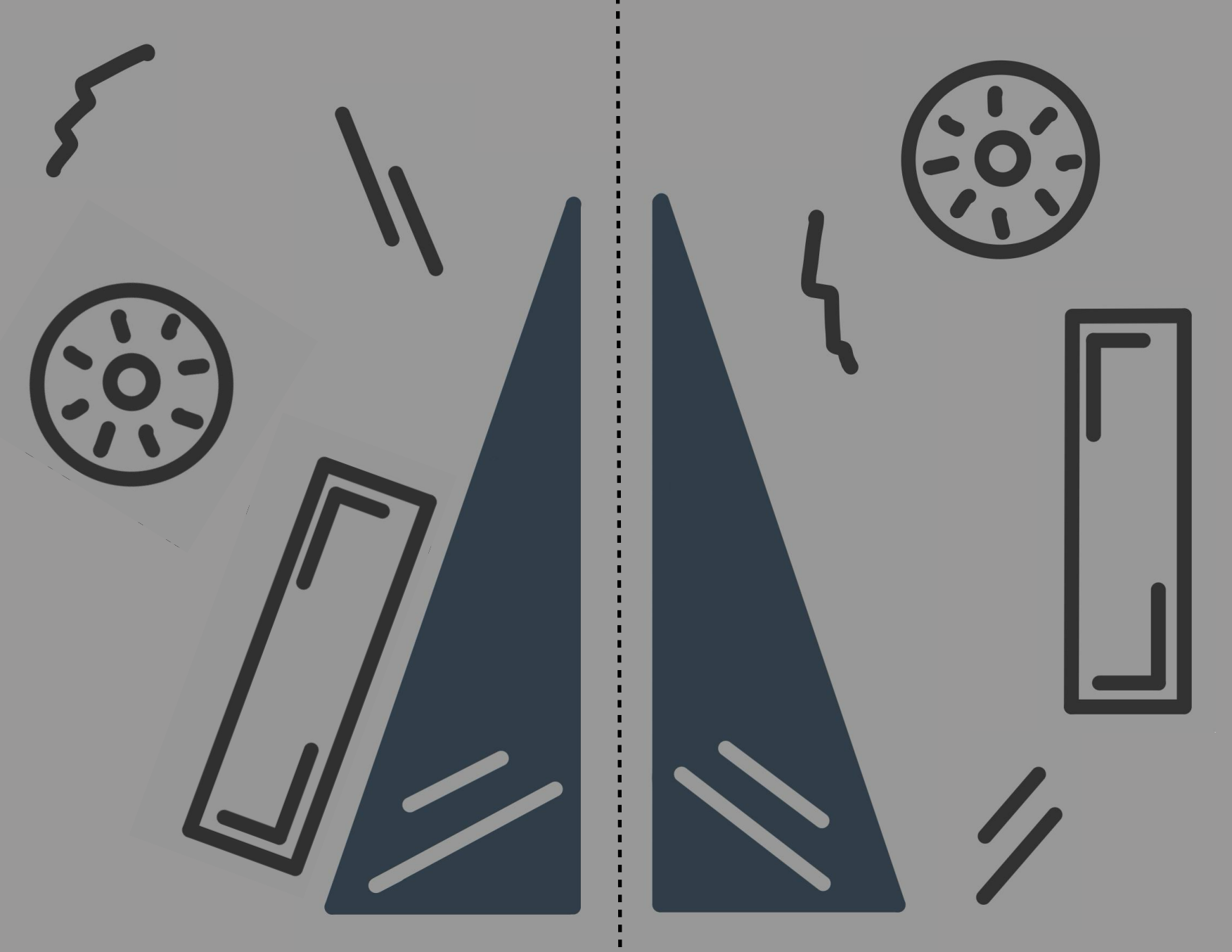


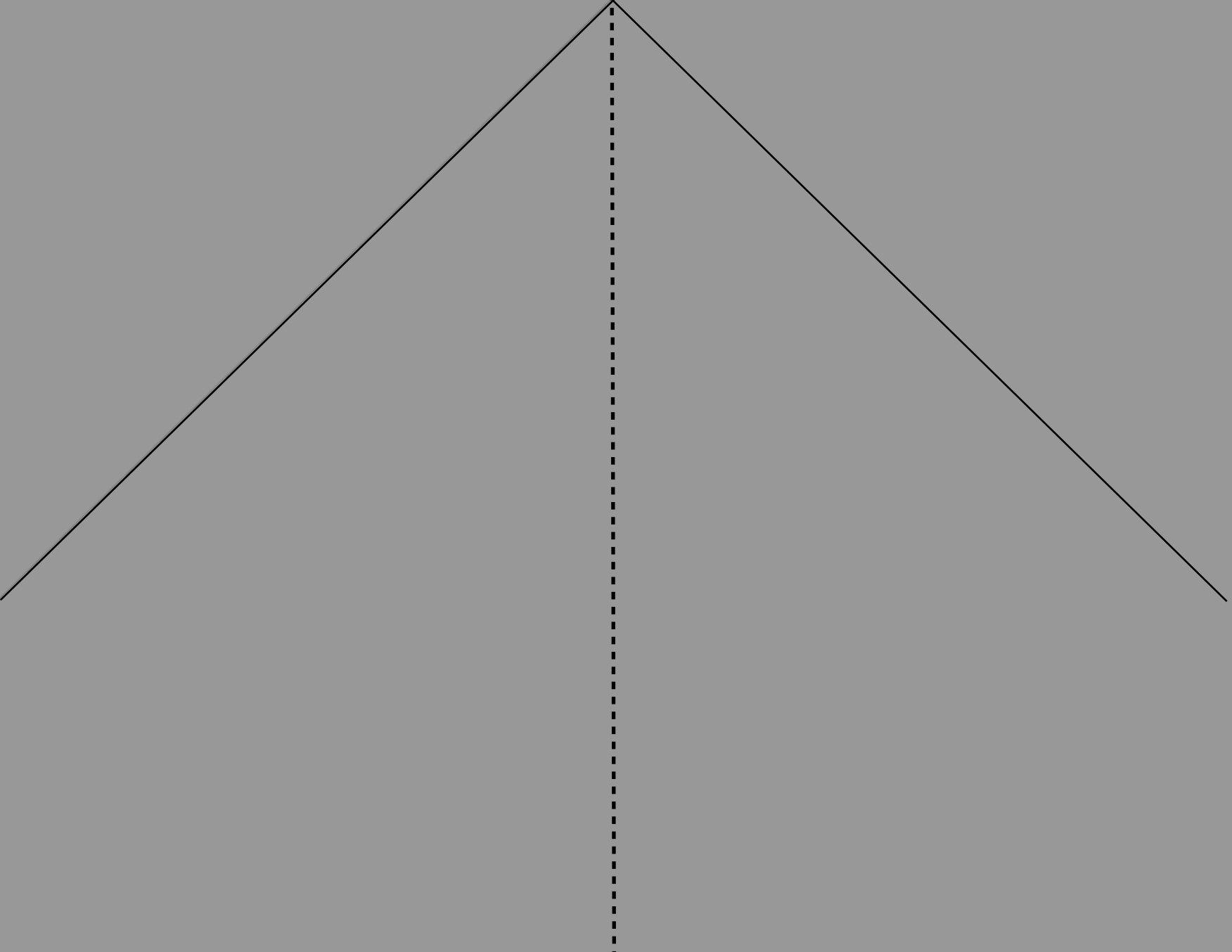


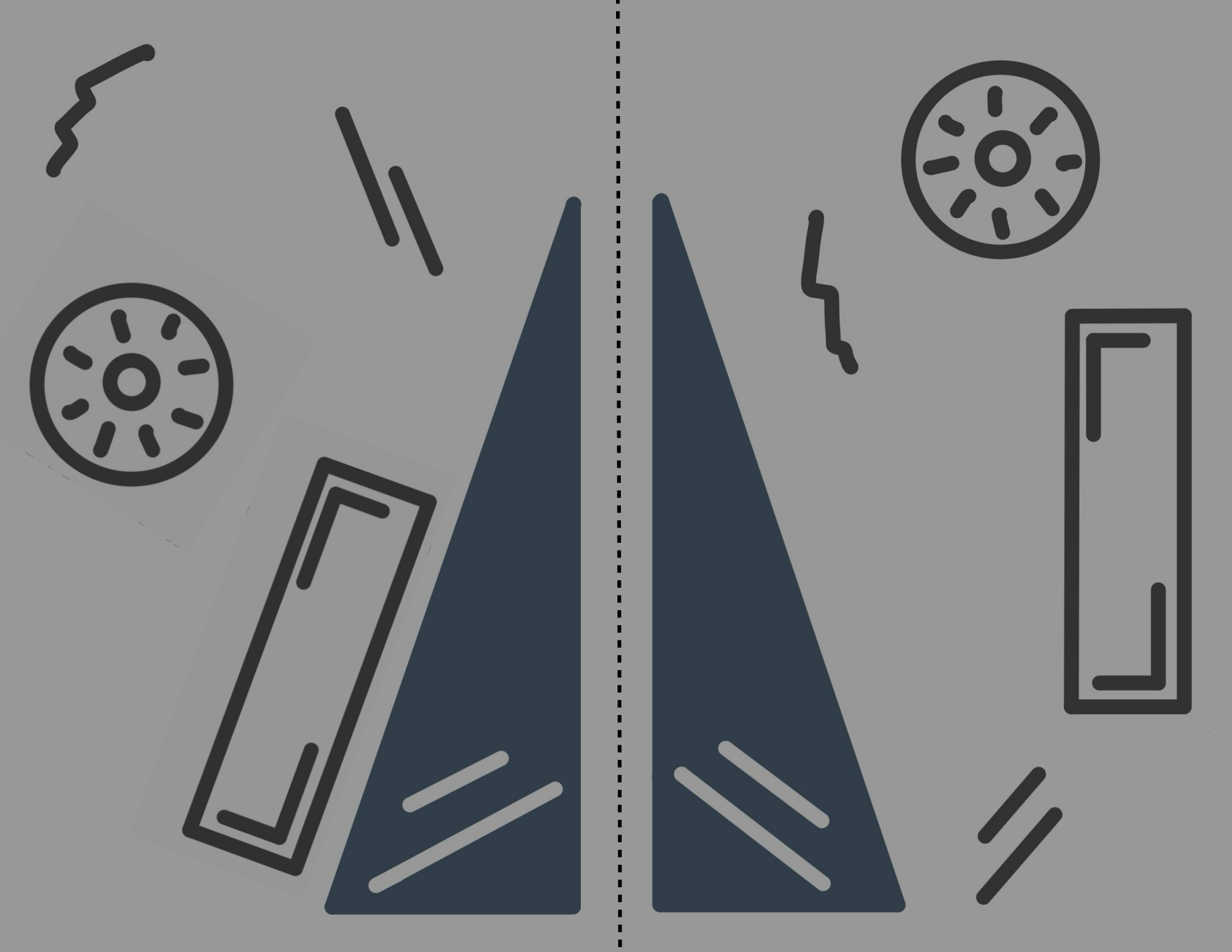






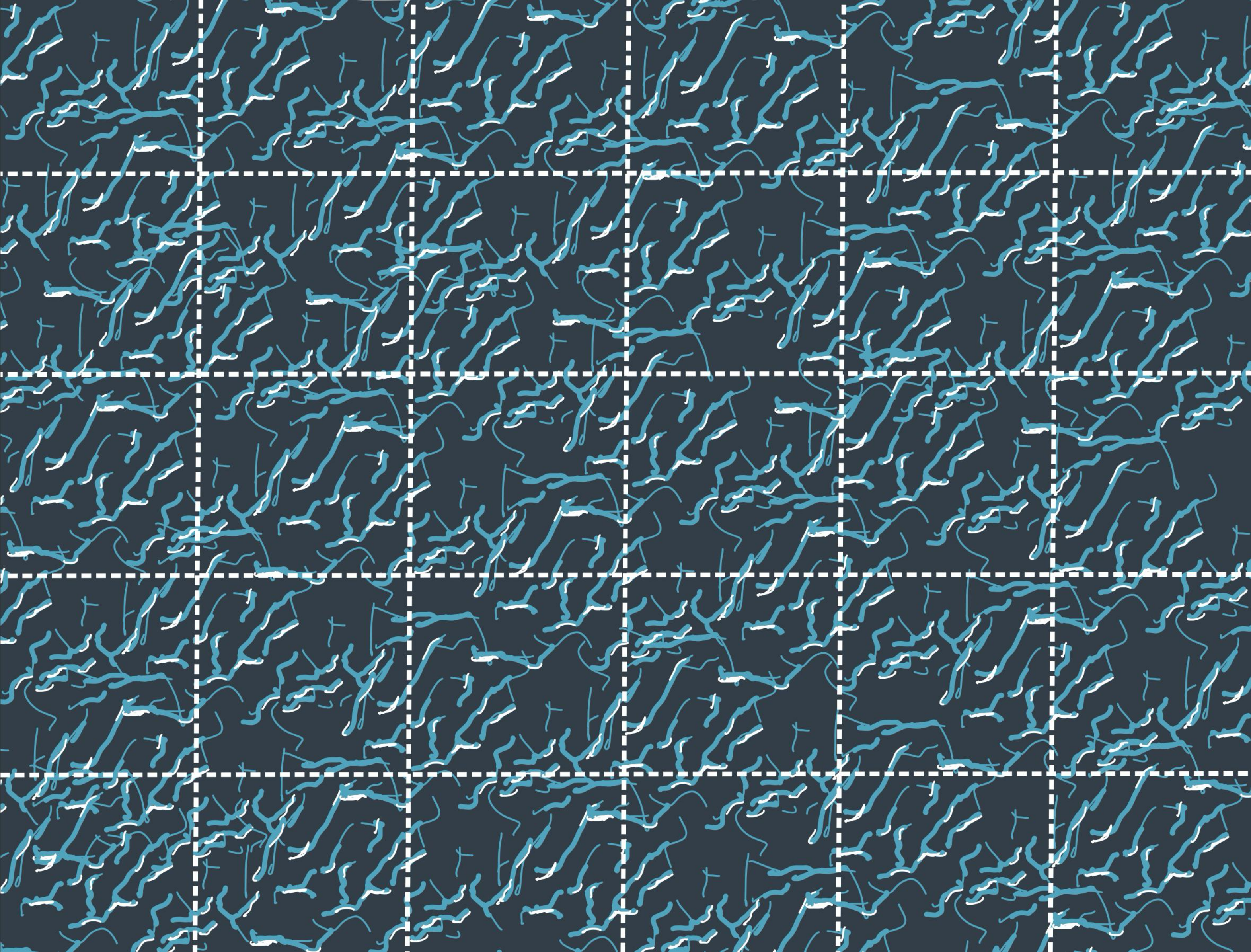


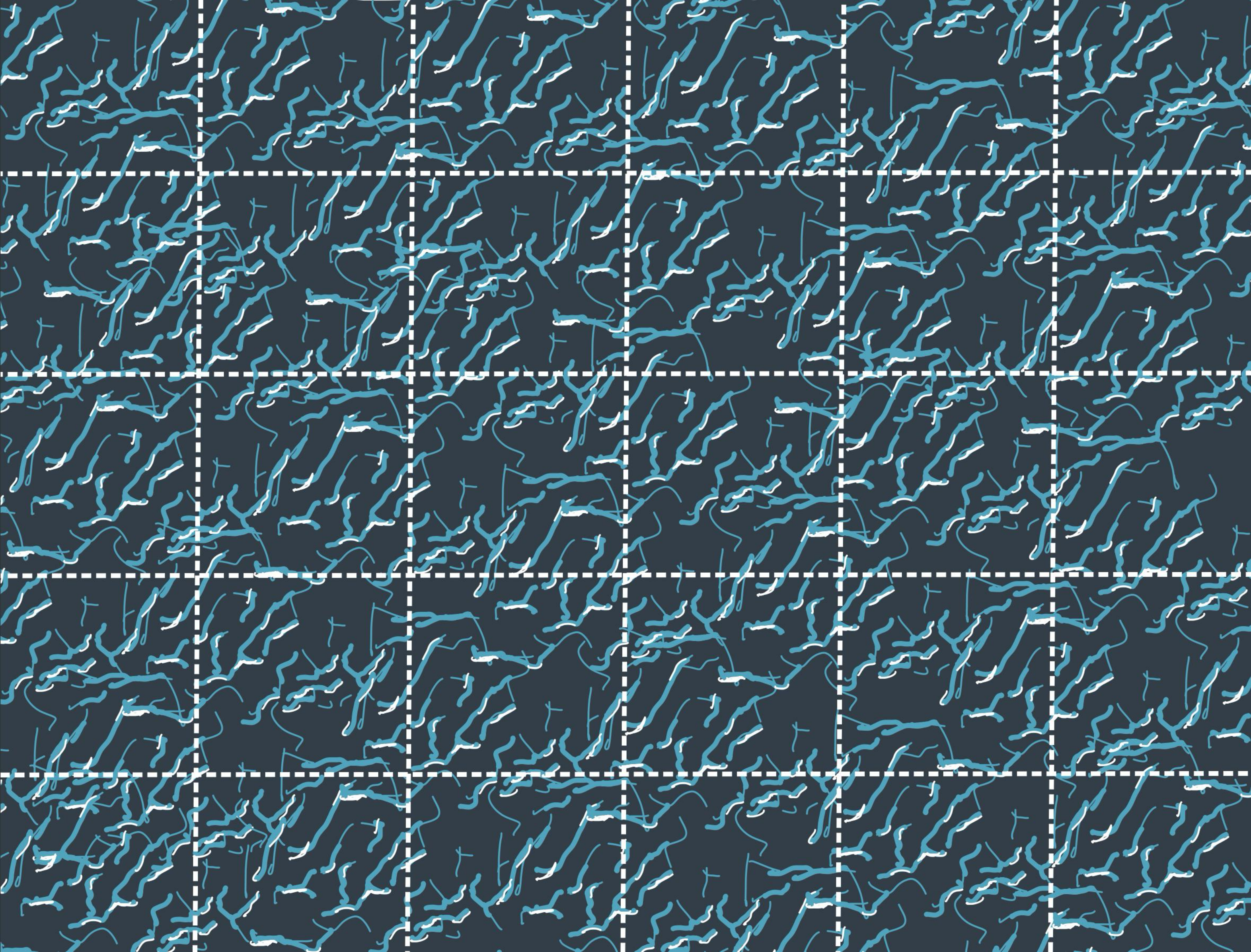


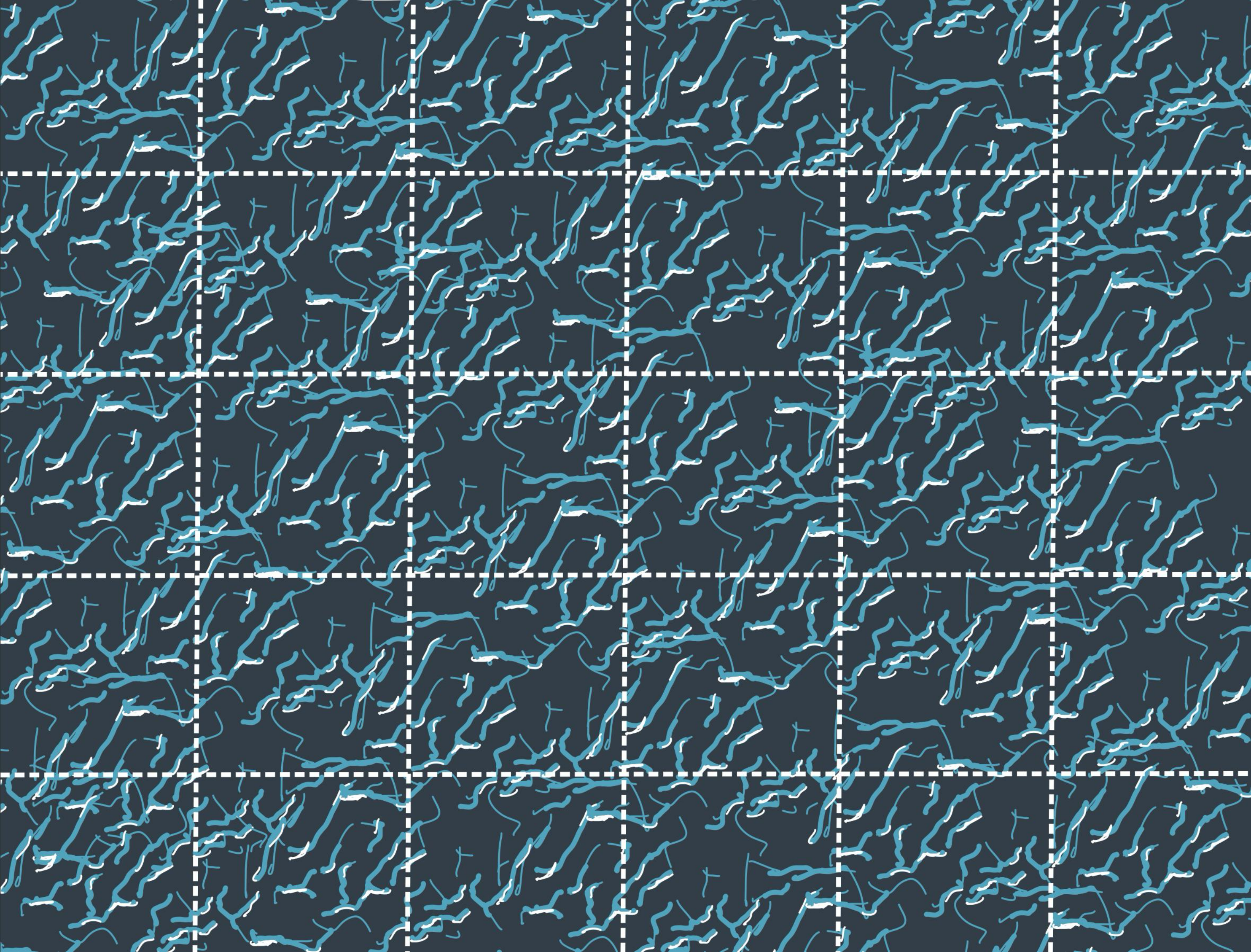


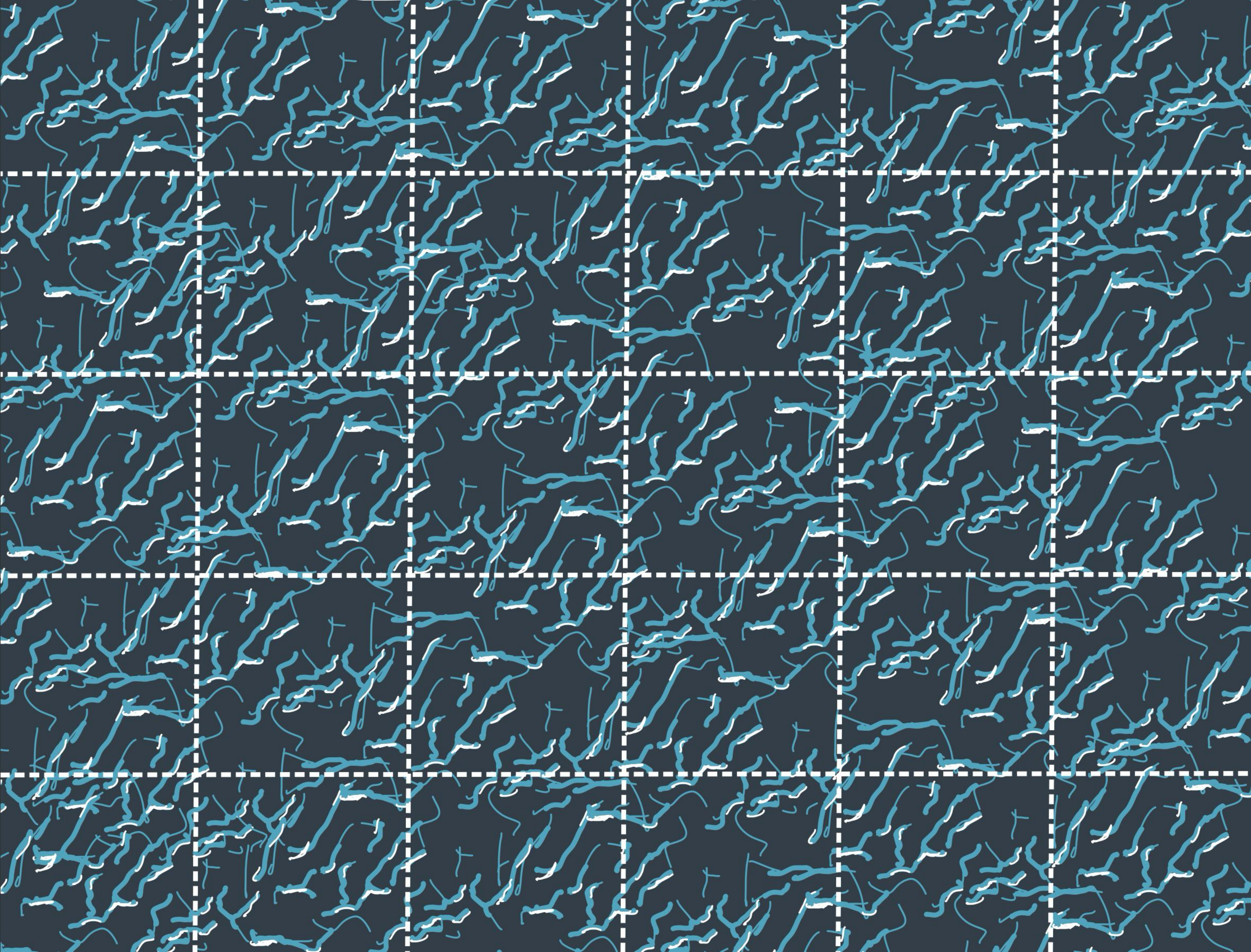
**Rock  
template (x4)**

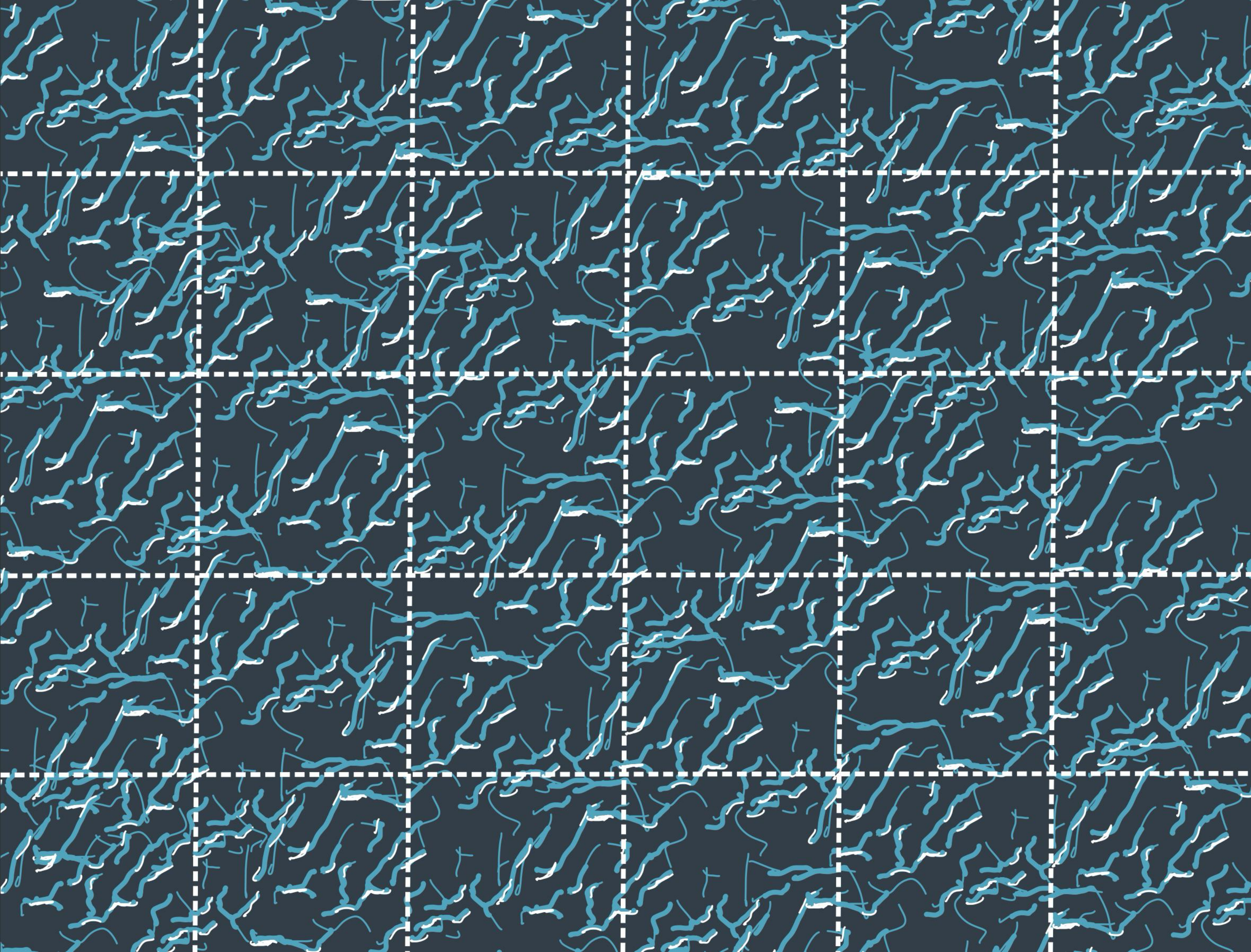


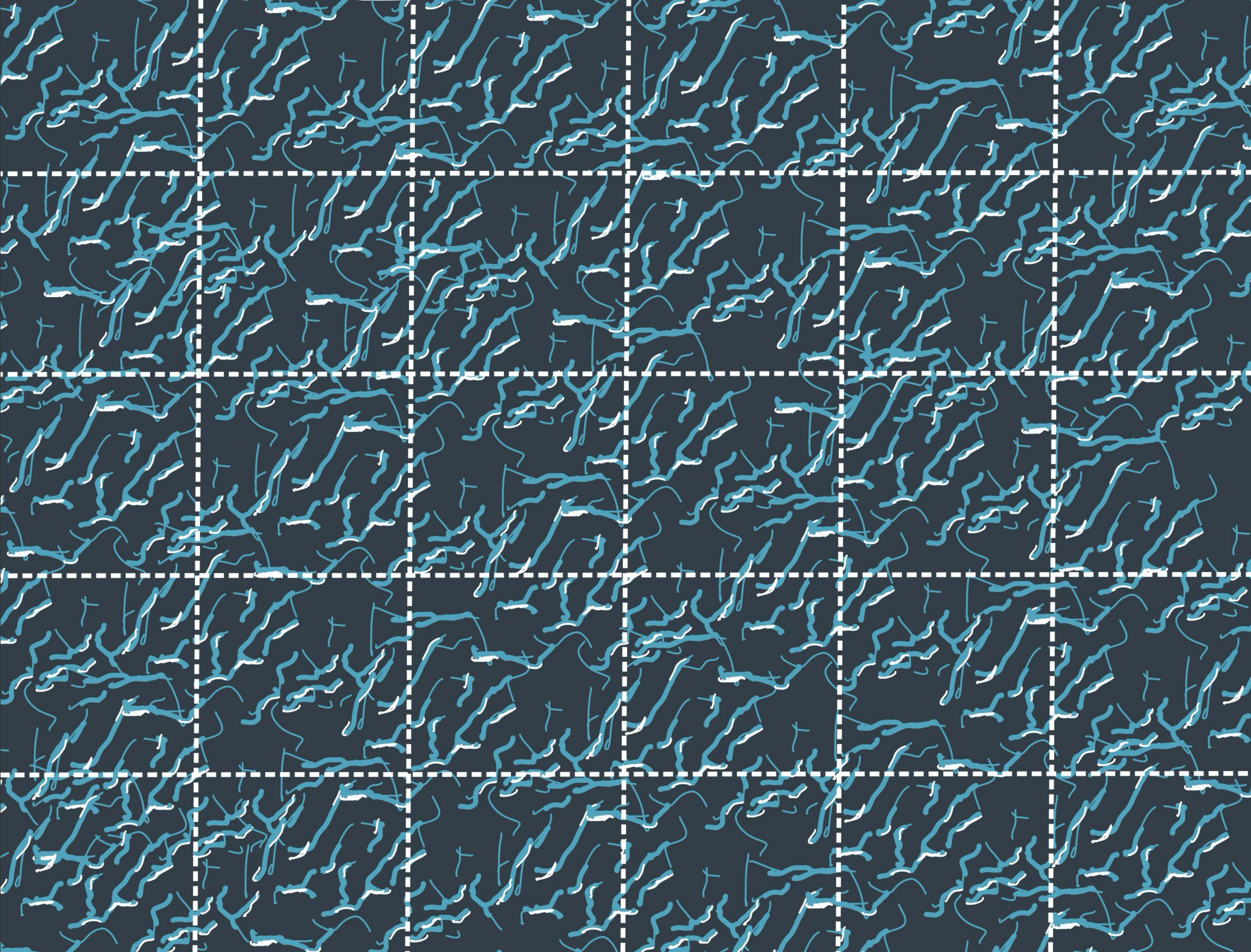


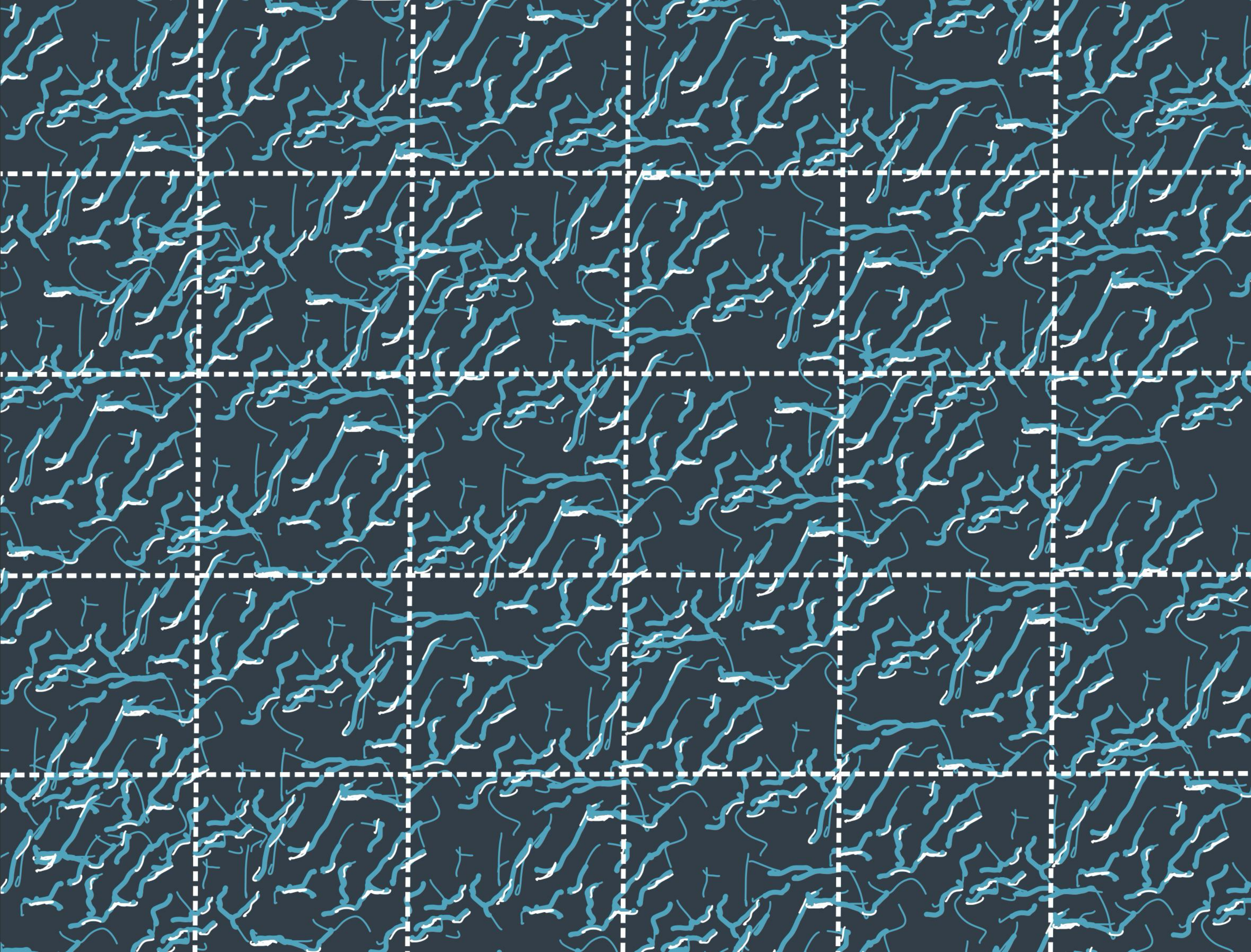


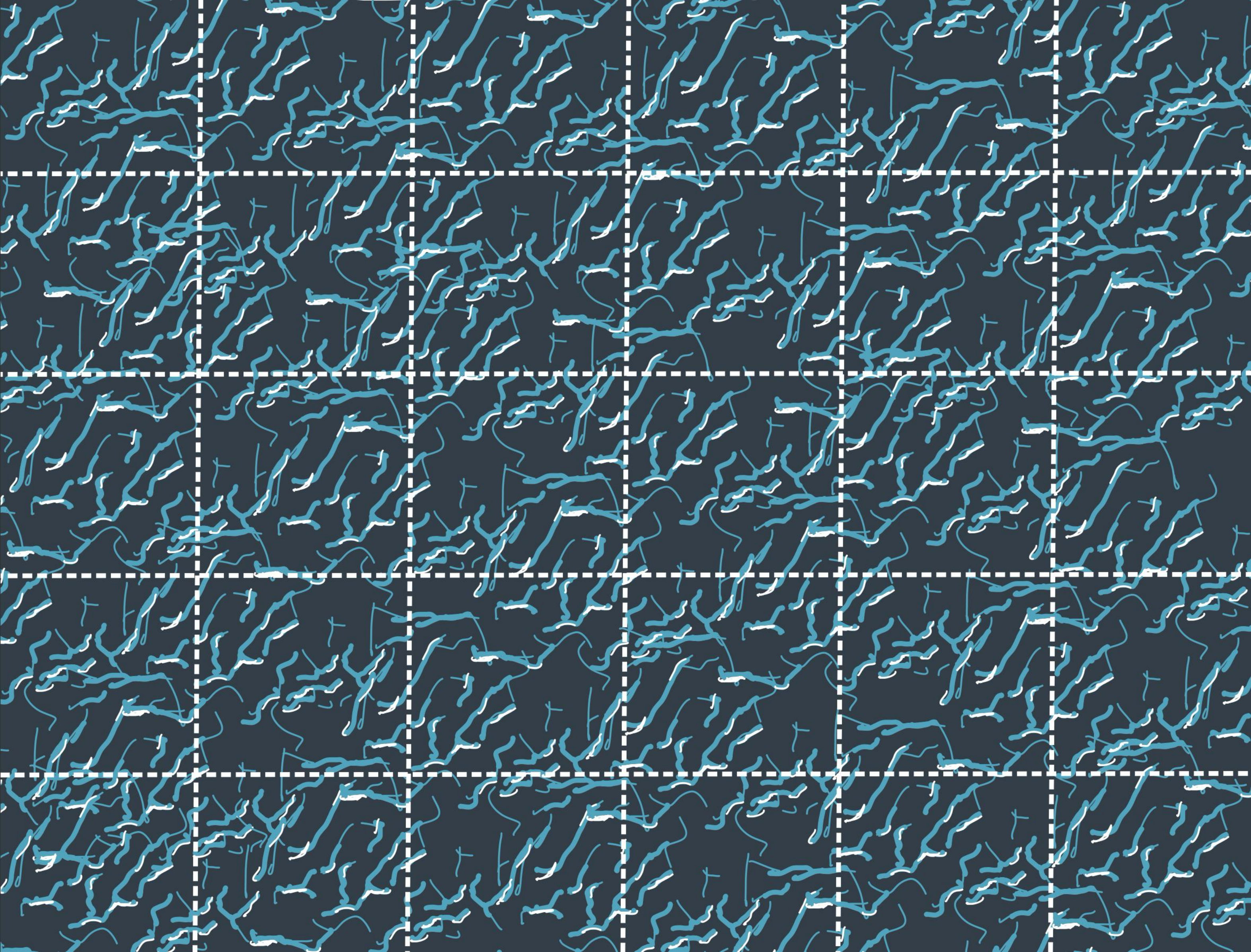












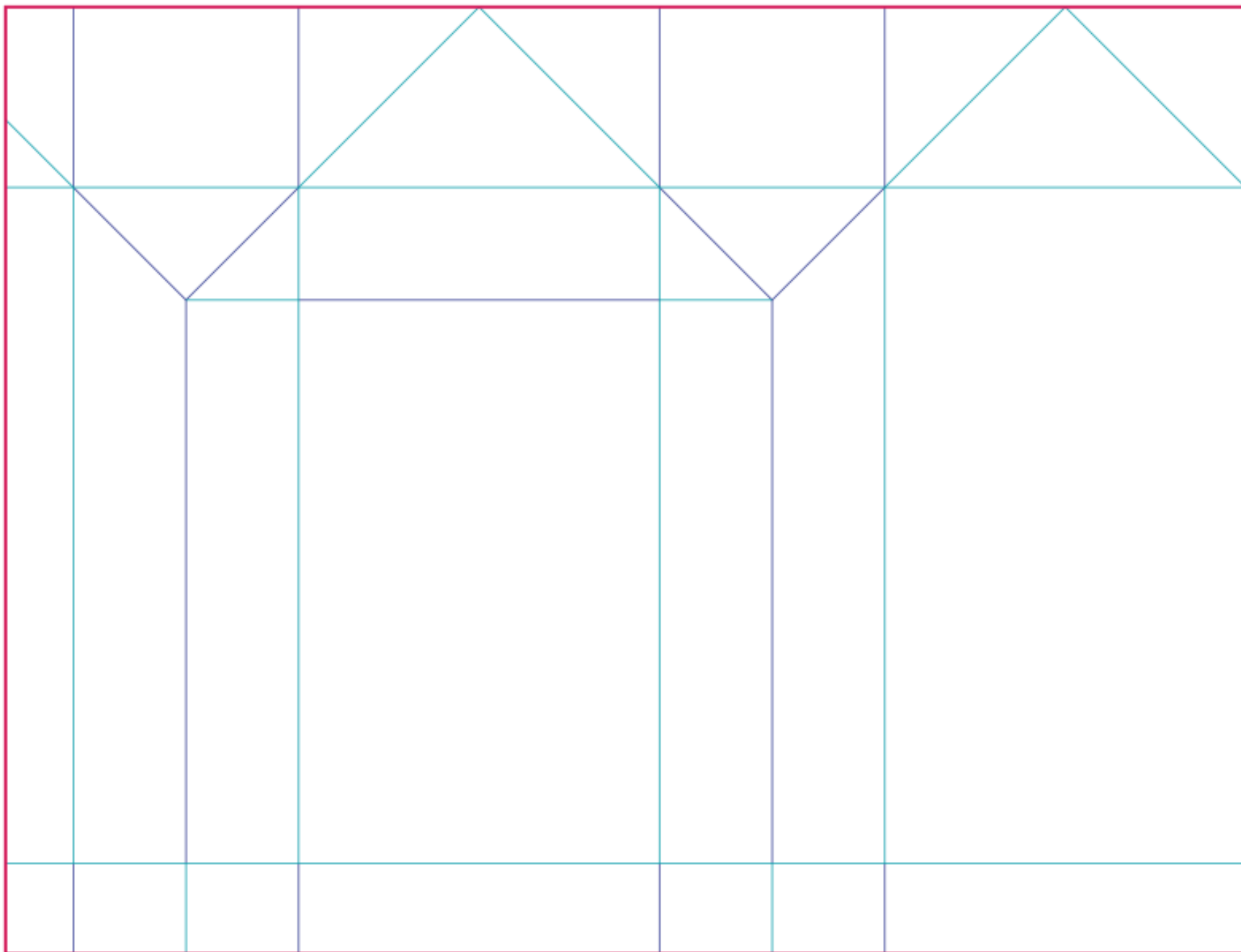
**“Asteroid” bag  
template (x1)**





templatemaker.nl

Bag 79.9x49.9x149.7 (mm)



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Outside of Bag