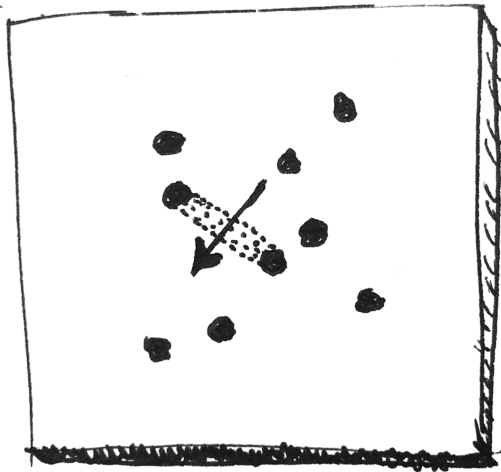


Rocca

“ROH-cah”

A simple game of skill and chance™

3 to 6 players · Ages 6 and older



Introduction

Rocca started with a question: how simple can a great game be?

The result is something so basic that it could have been invented thousands of years ago.

All you need to play is a handful of small stones. To win, you'll need luck, some finesse, and a surprising amount of strategy.

Rocca is easy to learn, easy to share, and easy to play with anyone, anytime, anywhere. Most importantly, it's scream-and-shout fun.

Simple things are not always easy, and life is hiding everywhere—even in rocks :)

- Sam

Thank you to Luke, Paula, Richard, Sam C, Saige, Scarlett, Liam, Fin, Margie, Rob, Jake, Isabelle, Noah, Lauren, Shannon, Madi, Ian, Devin, Woody, Linda, Dave, Jorgen, Susan, Peter, and Margarita for play testing early versions of the game.

Quick start

1. Each player starts with seven pieces. The goal is to win pieces.
2. At the start of your turn, every player gives you one of their pieces. Drop these pieces onto the board.
3. Tap or flick any piece between any other two pieces. If you succeed, take your shooting piece off the board and keep going.
4. You can end your turn anytime and keep the pieces you've won during your turn.
5. If you mess up, your turn is over. Distribute the pieces you won that turn to the other players.
6. The first player to double their pieces wins.

Full rules

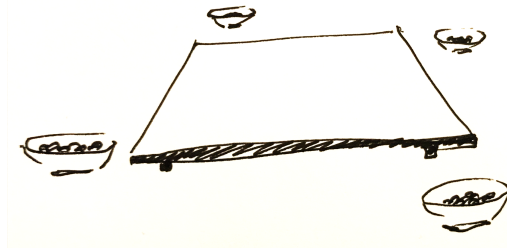
You'll need a game set to play, which includes about fifty game **pieces**, a **board**, and some small **bowls** (optional).

You can buy a Rocca set at roccagame.com or make one from common household items. See instructions at the end of this pamphlet.

Starting the game

Rocca works best with three to six players, ages six and older. Players gather around the empty board, with a bowl in front of each player.

Before you start, let players take a few practice shots on the board.



Setting up the board

Start with seven pieces in each players' bowl. Players should keep their bowl and its contents visible to other players.

The player with the most recent birthday goes first. Players take turns, rotating around the circle to the left (clockwise).

Starting a turn

At the start of each player's turn, every player takes one piece from their bowl and gives it to the current player. This is called the **ante**. The current player also antes a piece to themselves. If there are only two players remaining, each player antes two pieces instead of one.

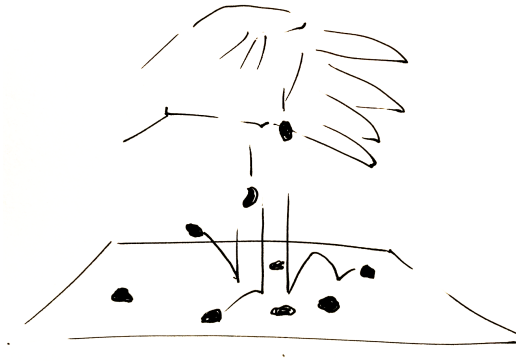
If a player doesn't have enough pieces to ante, they are out of the game.



The ante

Dropping pieces

Next, the player **drops** the ante pieces onto the board. They can drop wherever on the board they want. They must drop all the pieces at once. The pieces are allowed to hit any pieces already on the board.

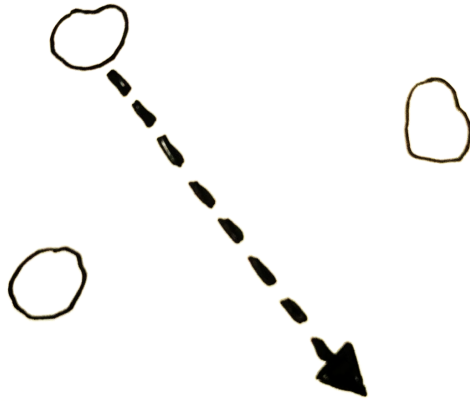


Dropping pieces

If any pieces fall off the board during a drop (called a **splash**), they are put aside and distributed to other players at the end of the turn (see “ending a turn”). This is not a foul, and the player’s turn continues normally.

Shooting pieces

Next, the current player tries to win as many pieces off the board as they can. They do this by **shooting** one piece between any other two pieces (called a **gate**).

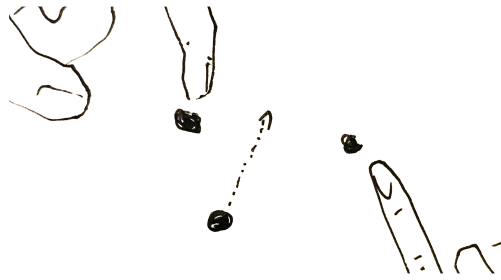


Shooting through a gate

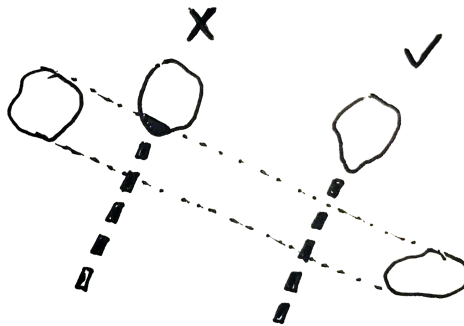
Players shoot pieces by quickly tapping, pushing, or flicking pieces in a single motion. Players cannot push or guide pieces as they move. Players can use any fingers or any part of one hand to shoot, but they may not use anything besides their hand (unless they have a disability).

Players should **call their gate** by pointing their fingers at the pieces they intend to shoot through. If other players agree that it's obvious which gate you're shooting for, players don't have to call it.

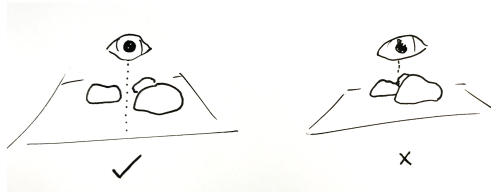
Pieces that already sit partially inside a gate are not eligible to shoot through that gate.



Calling a gate



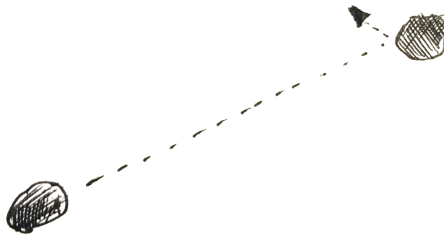
The “Rubber Band Rule”: imagine an invisible rubber band wrapped around the two gate pieces. The entire shooting piece must pass entirely through both sides of the rubber band.



If you can't tell whether a piece is entirely through a gate, lean down and look at the gate pieces straight on. There should be a sliver of space between the gate and the shooting piece.

You are allowed to hit other pieces with your shooting piece, but not the two pieces that make up your gate.

If the shooting piece passes completely through the gate, the player removes the shooting piece from the board and sets it next to their bowl (separate from the pieces in their bowl).



Clearing the board

When there are only two pieces on the board, a player can **clear** the board by shooting one piece and hitting the other remaining piece. If they succeed, they collect both pieces.

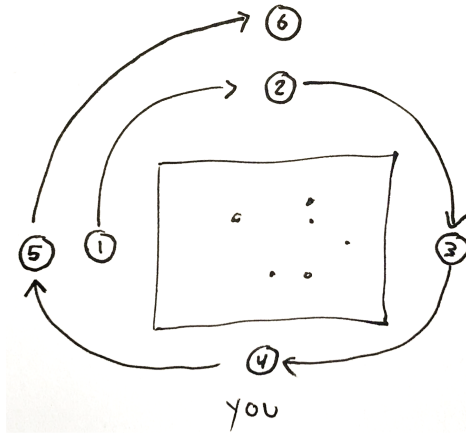
Fouls

When the shooting player makes a mistake, it's called a **foul** or **flub** and their turn is over. Fouls happen when:

- A player touches multiple pieces with their hand when shooting.
- A player doesn't shoot cleanly in one motion.
- A player doesn't shoot a piece completely through the gate.
- A player is trying to clear the board and they don't hit the last piece.
- The shooting piece hits one of the gate pieces, or the shooting piece hits any piece when the shooter hasn't called a gate.
- A player touches the shooting piece before it stops moving.
- Any piece falls off the board as a result of a player's shot. (These pieces are distributed to other players.)

Finishing a turn

If a player fouls, they do not keep the pieces they won that turn. Instead they **distribute** those pieces to other players, giving one piece at a time to each player. They start with the player on their left, continuing clockwise around the circle, including themselves, giving out one piece at a time until there aren't any more pieces to give away.



Distributing pieces after a foul (six pieces to four players)

When a player successfully shoots a piece through a gate, they can either choose to shoot again or to end their turn.

If they choose to stop, or if they clear the board, the pieces they've won go into their bowl and their turn is over.

Any pieces still on the board after a turn should be left in place for the next player.

Finishing the game

The first player to have double the original number of pieces in their bowl is the winner (14 pieces). Players must announce the number of pieces to the group at the end of their turn to win.

Strategy

A big part of Rocca is deciding whether to shoot again or end your turn. If you choose to shoot again, you risk losing all your pieces; if you pass, you leave more pieces for others to win. The longer you keep shooting in a single turn, the bigger your loss if you mess up.

If you drop pieces close to the board, they won't spread out as far. This way they're less likely to fall off, and it may be easier to clear the board. However, it's more likely that your gates will be too narrow to shoot through.

Groups of pieces that are very close together can be difficult to shoot without touching multiple pieces and fouling. Drop your ante on top of these clumps to break them apart.

Another way to break up clumps is by shooting into them (just be sure your piece passes through your gate first). You can also shoot into a clump to keep your shooting piece from falling off the board.

Sometimes close pieces can crowd out good gates and limit your shot options. It helps to prune these central gates by shooting away the extra pieces early in your turn.

If your pieces form a straight line, you will have no gates to shoot through. You can prevent this by leaving any pieces perpendicular to a line until the end of your turn. If the previous player leaves you with a line, drop your ante pieces away from the line to form more eligible gates.

If you don't think you can clear the board during your turn, choose two of the farthest-out pieces and use them as a wide gate for most of your shots. If you do plan to clear, shoot from the outside in so you finish the central pieces last. It will be easier to clear the board if the last two pieces are close together.

At the end of your turn, you need at least enough pieces as there are players to guarantee yourself another turn. This is because you'll have to ante one piece to every other player before its your turn again. If you don't have enough pieces, you are not immediately eliminated because another player may foul and distribute pieces to you.

Some pieces are too small, large, or misshapen to easily shoot predictably. You can intentionally ante these pieces from your bowl to the players who are winning.

Variations

Play feels very different with different boards and pieces. Larger, smoother, more uniform boards and pieces make it easier to shoot. These are good for beginners. Smaller, stickier boards with smaller, more varied pieces make it more difficult to shoot, and can be fun for more experienced players.

To play with only two players, double the ante to two pieces per turn each. To play solitaire, drop lots of pieces on the board and try to clear them all without fouling.

To keep the pace moving, you can time each player's turns with a chess clock. When a player runs out of time, they are out of the game.

You can also make friendly bets about the result of a shot or a game.

What's your favorite way to play? Let us know at roccagame.com.

Get a set

Purchase an official set

We've put together game sets that are just the right size, weight, and texture for the ideal game of Rocca.

Sets include a wooden board, sized and weighed natural pieces, and resin or ceramic dishes. Sets come in every difficulty, from simple glass pieces for junior players to irregular stone pieces for advanced players. The pieces in the limited edition Founders Set are the seeds from the Kentucky Coffeetree, which originally inspired the game.

Shop official game sets at
roccagame.com/store

Make your own set

You can also create your own, one-of-a-kind Rocca set with objects from around your home.

You'll need about fifty small pieces, roughly similar in size. They should be asymmetrical so they move randomly when dropped and don't easily roll. Small stones, mancala beads, nuts, and dry beans work well.

You'll also need some kind of board. This could be a cutting board, a large book, a chessboard, or a board game box. If you don't have a good board, you can use a table or even a hard, flat spot on the ground. There should be some kind of edge so it's obvious when a piece is out of bounds.

It's good to have a tiny bowl for each player to keep their pieces in. This could be a soy sauce dish, a saucer, a cup, or even a napkin.

You can download and print a free version of this rule booklet for your set. For instructions, visit roccagame.com.

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roccagame.com

Contains small parts; not for children under three years old.

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