

Competitive engine building and dice placement

Upgrade your dice pool to create powerful combos

()))(3)(4)(5)(6)

Watch out! Aliens will retaliate.

Upgrade your *starfighter*

with new abilities

Gain VP to win the game Variable setup for increased replayability

OVERVIEW

Purchase (1) die wi dice score or less

The galaxy is a tough place, and you'll need a cool head and an eye on your rivals to make it as a mercenary starpilot! Rocket Rollout sees two to four players vying to secure wealth and glory by pushing their starfighters to the limit, blasting targets and collecting powerful upgrades.

Each round players will draw dice from their bag, then take turns using some of these to activate a system on their ship, shooting targets and improving their dice bag for future turns. However, the waves of enemies are not passive, and players will also need to make sure they spend some dice to boost their shields and protect themselves from retaliation.

Upgrade cards and powerful new dice will boost each player's power over the course of the game, allowing them to execute impressive combos and secure victory from the jaws of defeat - if they can find the most effective way to use their dice rolls.

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Key selling points

arget (1) Invader

For each die plac Destroy (1) die.

- Interesting decision making every turn players will have tough choices to make between gaining points, acquiring upgrades and raising their shields.
- Dual-layer engine building can players co-ordinate their dice bag and ship upgrades to optimize their turns?
- There's always the chance of a great turn, meaning leaders can always be caught and no-one is ever out of the game.
- Simple rules mean players will be engaged in the action even on their first play and will subsequently want to return to hone their strategies.
- Eye-catching table presence with a strong, recognizable theme.

1 Main Board, 4 Player Boards, 4 Player Bags

85 Dice: 40 Starter Dice, 7 x 6 Upgrade Dice, 3 Invader Dice **153 Cards:** 24 Starter System Cards, 80 Invader Cards, 1 Invader Threat Card, 28 Dice Cards **32 Tokens:** 4 Player Score Tokens, 4 Player Shield Tokens, 24 System Damage Tokens