Setup

1. Place the Main Board in the centre of the table, with 3 Invader dice (with the alien head symbol), and the Damage tokens, next to it.
2. Give each player a Player Board, a set of 6 system cards, 1 shield marker, 1 score marker and a dice bag, in matching colours.
3. Each player should take 10 Starter (white) dice and place them in their bag, tuck their 6 system cards in the appropriate places at the bottom of their Player Board, place their score marker on the 0 space of the Main Board score track and their shield marker on the 0 space of their Shield track.
4. Shuffle the Level 1 Upgrade and Bounty Invader cards separately, then deal face down a number of Level 1 Bounty cards equal to the number of players, and twice that many Upgrade cards. Shuffle any remaining Level 1 cards into the appropriate Main decks, and place those at the side of the Main board, Bounties on the left and Upgrades on the right.
5. Deal cards face up from the two level 1 decks to the appropriate spaces at the bottom of the Main board (there are 5 Upgrade spaces and 2 Bounty spaces). In a 2-player game, add 1 more face-up Upgrade card from the main deck. In a 3- or 4-player game, place the remaining Level 1 cards on top of the appropriate main decks (do not shuffle them in).
6. Shuffle each of the seven decks of Dice cards, and deal one from each to the appropriate spaces at the top of the Main Board.
7. Place the 7 different upgrade dice in groups of 6 in the appropriate slots on the Main board.

Objective

The objective of Rocket Rollout is to be the first player to reach the end of the points track. If several players reach the end space in the same round, the player with the least Damage tokens, or if that is tied the highest Shields total, will be the winner.

Gameplay

- Each round begins with all players drawing 5 dice from their bag, rolling them, and placing them, as rolled, in their Ready Area. A die in a player's Ready Area is referred to as a Ready die.
- If a player ever needs to draw more dice than they have in their bag, they must draw all they can, then return all of their discarded dice to their bag, and then continue drawing.
- If a player wishes, they may move 1 of their rolled dice to their Discard Area, and re-roll the remaining dice.
- Beginning with the First player, players take turns to make Activations. An Activation involves placing 1 to 3 dice from their Ready Area in the space above one of the System cards on their Player Board. System cards have symbols on them that shows which die results can be placed on them. The icons (and in some cases text) will describe what happens when it is activated. A dice placed on a System is referred to as an Active die.
- Cog dice faces are wild, and can be used on any system, counting as a value of '1'. Additionally, Cogs will always have a special power, as described on the matching-coloured dice card, which will trigger when the die is used to Activate.

Effects and Values

- Each system card will have 1 or more Effects, and each Effect will have 1 or 2 icons explaining how to work out the Value.
- If the system card has a Blast Effect, the player may claim a card from the Invaders arrayed on the Main Board that has shields (top left icon) equal to or less then the player's Blast Value. If this is a Bounty card, the player increases their Points and/or Shields by the appropriate amount. If this is an Upgrade card, the player may place it over (superseding) another card on their player board. Grey cards must only go in grey spaces, and red, blue and green cards can only go in the space matching that colour, OR any grey space. Replace purchased cards on the Main Board when the player ends their activation.
- If the system card has a Purchase Effect, the player can take a die with a credit cost (as shown on the dice card) equal to or less than their Purchase Value. When a die is purchased, it is added straight to the player's bag.
- If the system card has a Shield Effect, the player increases the Shield score on their player board by the Shield Value.
- If the system card has a Vent Effect, the player removes all the Active dice from a number of systems equal to the Vent Value. The highest value die from each system goes to the Discard area, and any other dice go back to the Ready area.
- If the system card has a Destroy Effect, the player selects dice equal to the Destroy Value from the Ready, Active or Discard pool, and removes them. Starter dice go back in the game box, while upgrade dice return to the Main Board.
- If the system card has a Draw Effect, the player draws the number of dice indicated, rolls them, and then places them in their Ready Area.
- If the system card has a Reset Effect, the player selects a number of Ready dice equal to the Reset Value, and flips them to any result.
- If the system card has a Victory Effect, the player advances their token on the Score Track a number of spaces equal to the Victory Value.
- There are 3 ways of generating Value – Number of Dice, Dice Score, and Number of Shields. Number of Dice means that each die used in the activation has 1 Value. Dice Score means the value is equal to the total of all results of the dice used in the Activation. Number of Shields means that the value is equal to the player's current Shield total.
- Any modifiers shown to the bottom right of the Effect icon are now applied (e.g. +1 or x2)
- Finally, if the player is not leading on the score track, check to see if there are any icons between their score marker and the leader's that match the Effect they are resolving. If there are, these bonuses are added to generate the final Value.

Ending the Round

- If a player has one or more Ready dice and nowhere to place them on their turn, then all these remaining dice must be moved to the Discard area.
- Play continues around the board until all players have no Ready dice remaining.
- All players now move all Active dice to their Discard pool.
- Finally, the start player rolls the 3 Invader Dice. A player is only affected by an Invader die if the space they occupy on the Score Track has that colour symbol. The total is the number of Shields each player loses. Any player that loses all their shields then sustains damage for each additional point rolled. For each point of damage, the player must choose a system and place a Damage Token on it. This system may not be Activated.
- If a player is affected by an Invader Die showing a Destroy result, they must immediately Destroy a die.
- If a player has a damaged system on their turn, they may repair it by spending 1 Cog OR 2 of any other die result. These dice are moved directly to the Discard pool (Cogs do not trigger their special power) and the player can Activate the system as normal from their next turn.
- If no-one has reached the points target, the next player around the table now receives the First Player Token, and a new round begins.