

ME THROW ROCK

JEREMY PEET
all rights reserved 2016

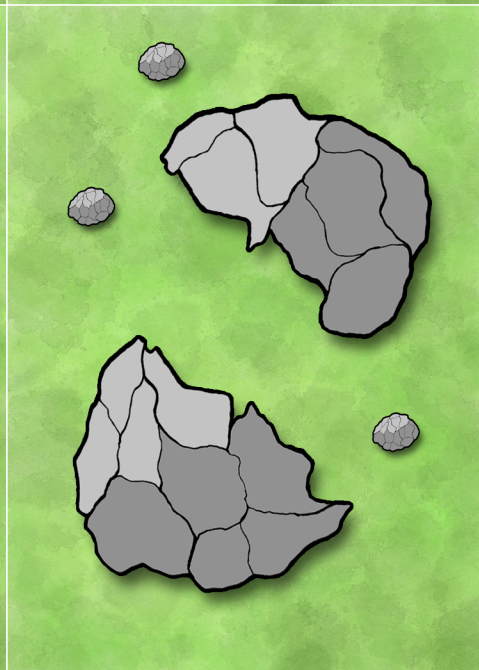
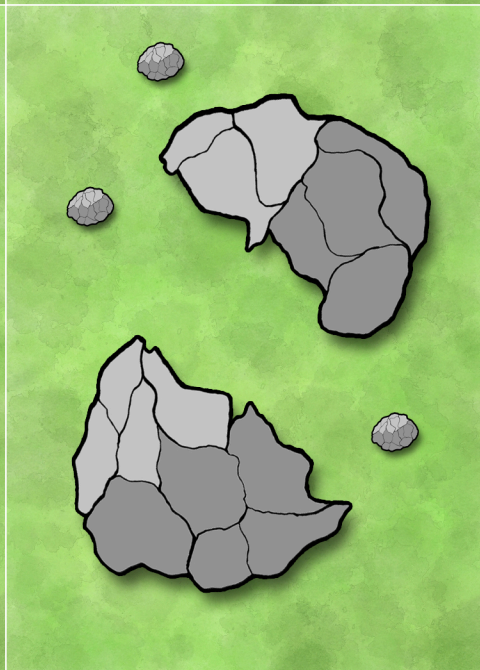
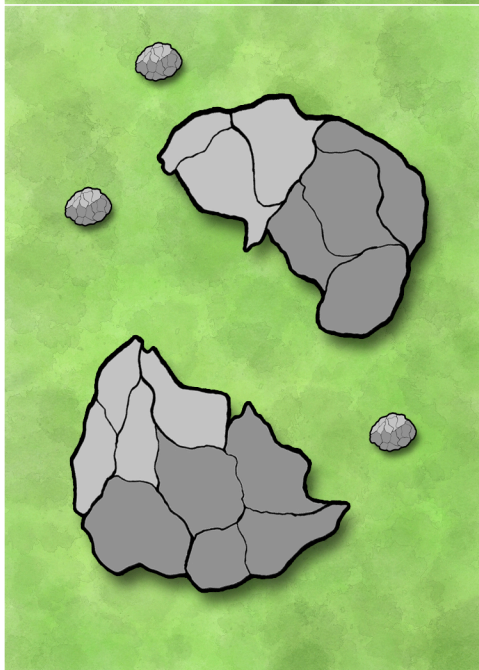
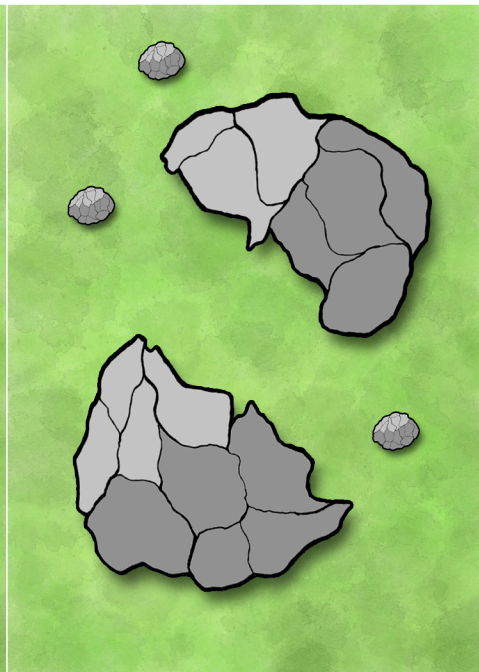
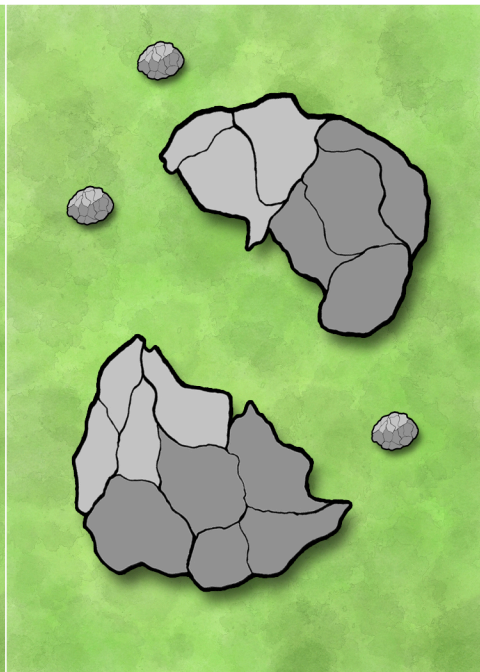
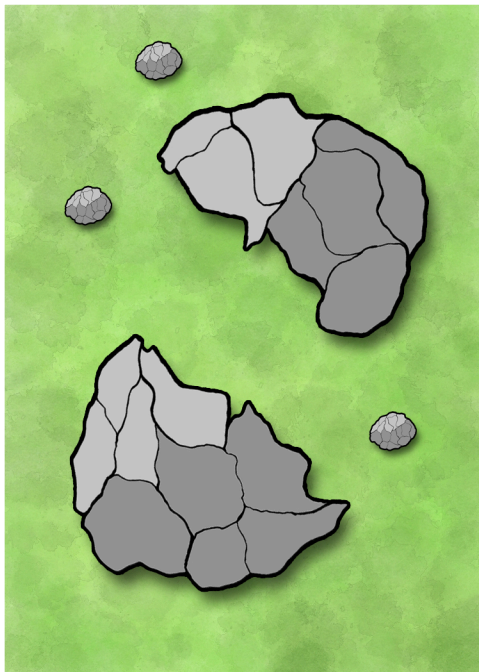
SETUP

- 1) Players receive 6 double sided rock cards of their chosen color
- 2) Set aside the 5 troll cards
- 3) Select an open area on the floor that is roughly 6-10' in length
- 4) Determine a throwing location that will be shared by both players
- 5) Determine who will be the starting player for the first round, this player will be the first to throw their rock card

The game is played in a series of rounds where players take turns throwing rock cards at the targeted troll cards. The goal each round is to have the majority of the three rock cards that are closest to the troll card. At the end of the game players score points for winning rounds and collecting the most split rocks.

GAME PLAY

- 1) Players alternate being the first to throw each round
- 2) The first player to throw draws a troll card and throws it onto the determined playing area and then throws a rock card
- 3) Players then take turns throwing a single rock card onto the playing area trying to get as close to the troll card as possible
- 4) The cards must be thrown and not dropped and the players must remain stationary and not lean forward when throwing
- 5) A round ends when all the rock cards have been thrown and the round has been settled
- 6) If one player has more rock cards than the other the players still take turns as normal until one player runs out of cards. The remaining cards are then thrown to finish the round.



SETTLING AROUND

- 1) Players determine which three cards are the closest to the troll card by comparing the closest edges of each card, including the corners. Cards that have landed on top of the troll card are included in the closest three cards count
- 2) Ties are given to the card that has the split rock side showing and next to the player with the most rock cards in play
- 3) The player who has the majority of the three rock cards closest to the troll card is determined the winner of the round
- 4) The winner of the round collects the troll card and any of the three closest rock cards that show the split rock side up
- 5) Cards collected by the winner are set aside and scored at the end of the game, they can no longer be used in game play
- 6) Players collect the remaining rock cards of their color in preparation of the next round

END OF GAME

The game ends when either a player has one or no cards left after a round is settled or if all five troll cards have been collected

FINAL SCORING

After the game ends players score points based on the cards they have collected during game play. The player with the highest score wins. Players score three points for each troll card collected and one point for each rock card collected of the players chosen color. Ties go to the player with the least number of rock cards collected from the other player.

In a four player game the players each receive three rock cards of their teams color. Throwing is alternated by team with each player throwing every other round.



