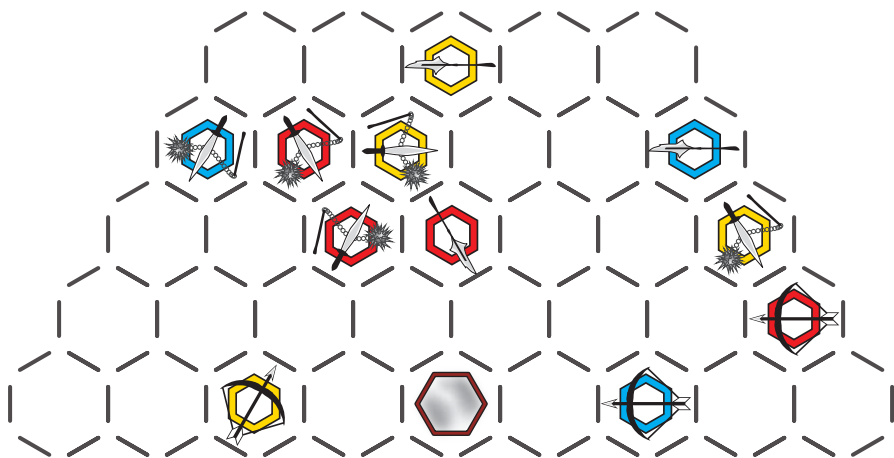


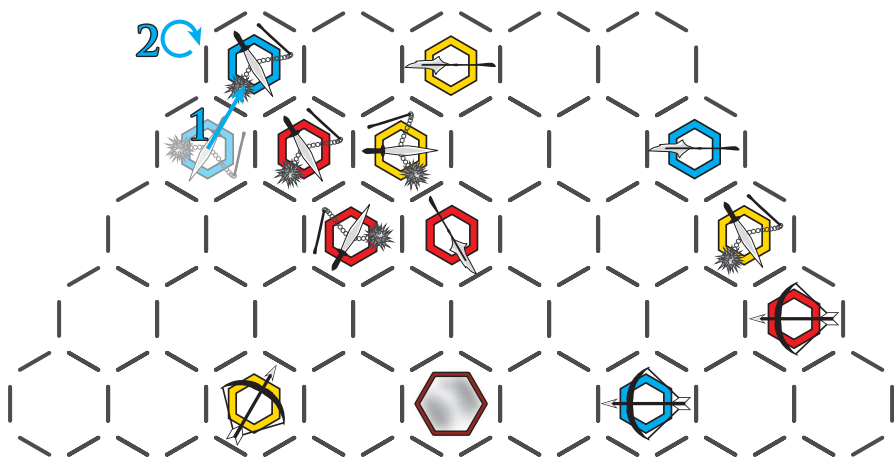
CENTRE ROCK

EXTENDED EXAMPLE

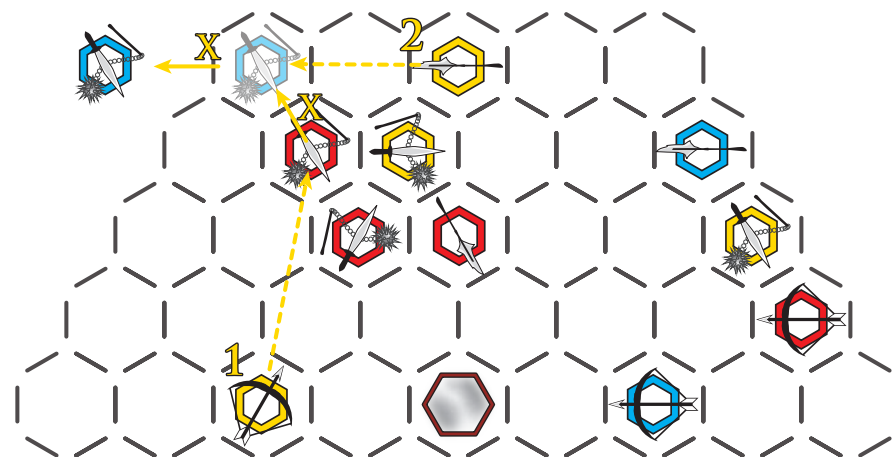
The following sequence presents two rounds of play from a three player game of Centre-Rock. It demonstrates most of the gameplay rules. Only half of the board is presented for simplicity. Initially it is the Blue player's turn and the board is arranged as follows:



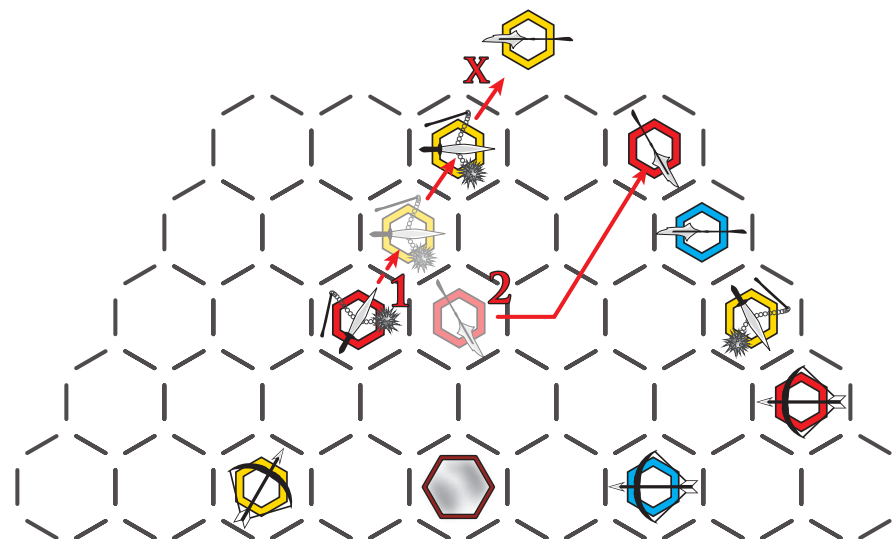
The Blue and Yellow players agree to squeeze one of Red's melee units. With its first action Blue moves its melee unit, not rolling because it is only moving one hex. Blue then reorients the unit to directly face Red's melee unit, preparing for Yellow's promised attack.



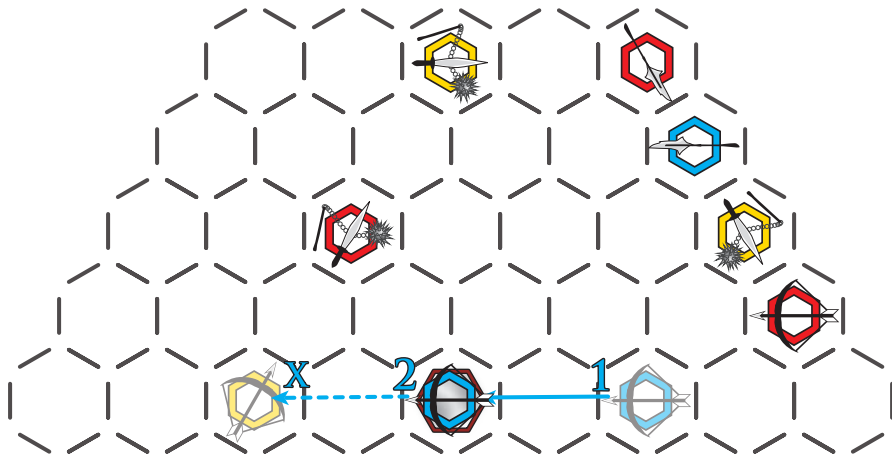
Keeping its promise, Yellow fires on the Red melee unit with its archer. Yellow rolls a 5 and pushes it into Blue's melee unit, which is directly facing it and eliminates it. Yellow then attacks the Blue melee unit with its striker, rolling a 6 and pushing the Blue unit off-board.



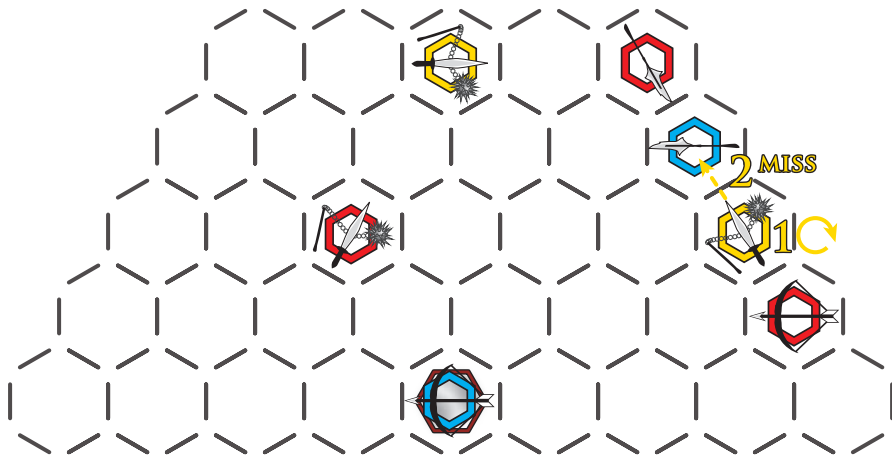
Red attacks a Yellow melee unit with its melee unit, rolling a 4 and pushing it into Yellow's striker, causing a chain reaction which pushes the striker off-board. Announcing that it is moving its striker, Red rolls a 5, good for up to 3 hexes, and uses them all.



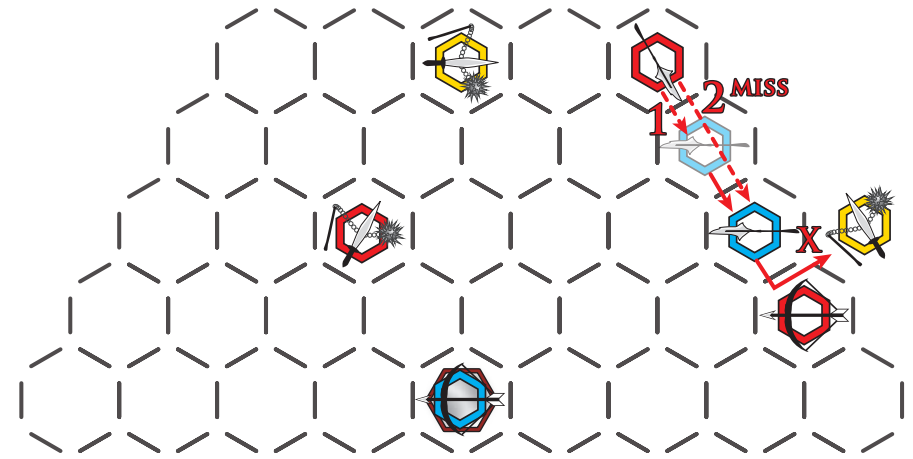
Blue announces it is moving its archer, rolls a 4, and moves the unit the maximum 2 hexes allowed by that roll, jumping onto The Rock. Blue then attacks the Yellow archer with its own archer, eliminating the unit by rolling a 6 on an attack from The Rock.



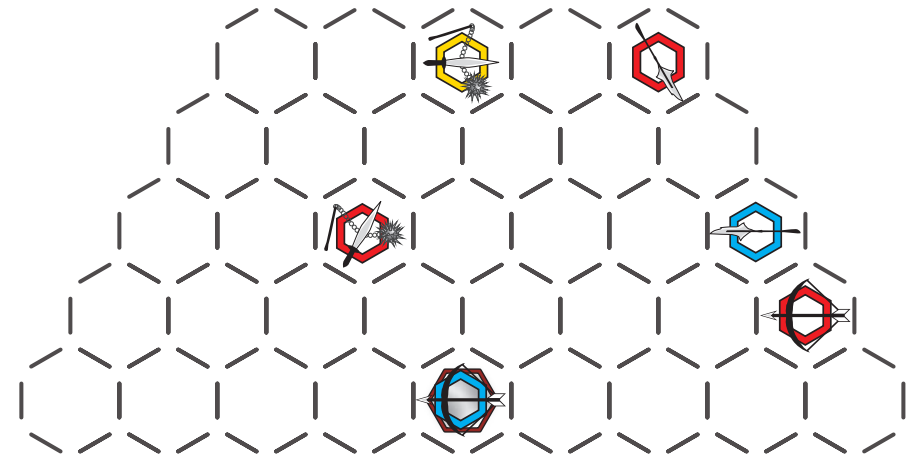
Yellow uses its first action to reorient its melee unit, then attacks the Blue striker in an attempt to push the Red striker off the board. However, it rolls a 3 and the attack fails.



Red uses its striker to attack the Blue striker, rolling a 5 and pushing it into Yellow's melee unit. That unit is in turn pushed into the Red archer, giving Red the choice of toward which adjacent hex to push the Yellow unit. Red chooses to move the unit off-board, eliminating it. Red attacks the Blue unit again, hoping for the same result, but rolls a 2 and misses.



At the start of its turn, Blue now advances its king along the points track and moves the counter track marker to the next position. If the game has not ended, Blue then proceeds with its actions, starting with the following board configuration.



QUESTIONS, ANSWERS, AND MORE

Stop by the forums on the RocketShip Games website at <http://www.rocketshipgames.com/> if you have any gameplay or other questions. Also, check in regularly for updates, variant rules, and news on upcoming RocketShip Games.

THANKS FOR PLAYING!

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