

Basic Game Rules:

The game of Getto Rocket is somewhat like Chess or Stratego. It is played between two players on a 6x5 field board with five pieces each, set up in 1-2 rows at opposite sides of the board. At the start of the game, each player chooses a "home base". You can win the game either by eliminating all of your opponent's pieces, or taking and holding the enemy home base for 3 consecutive turns. Any piece can take out any other piece by attacking it first. If another piece attacks a Bomb Rocket, both pieces are eliminated. The pieces and their movements are:

Game Pieces:



Getter Rocket (3) can move one field in straight line forward, backward or sideways.



Bomb Rocket (1) is immovable.



Pin Rocket (1) can move one field diagonally in any direction

Game Modifiers:

Each set comes with four modifier cards. The cards are shuffled at the onset of the game, and each player takes two. The player can use a modifier card at any point in the game by laying it over two particular fields in the game, as long as those fields are either empty or occupied by their own piece. Once a modifier card is laid down, it remains in the same place for the duration of the game, and can be used by either player. The modifiers are:



Getter Rocket sitting on the field can move diagonally



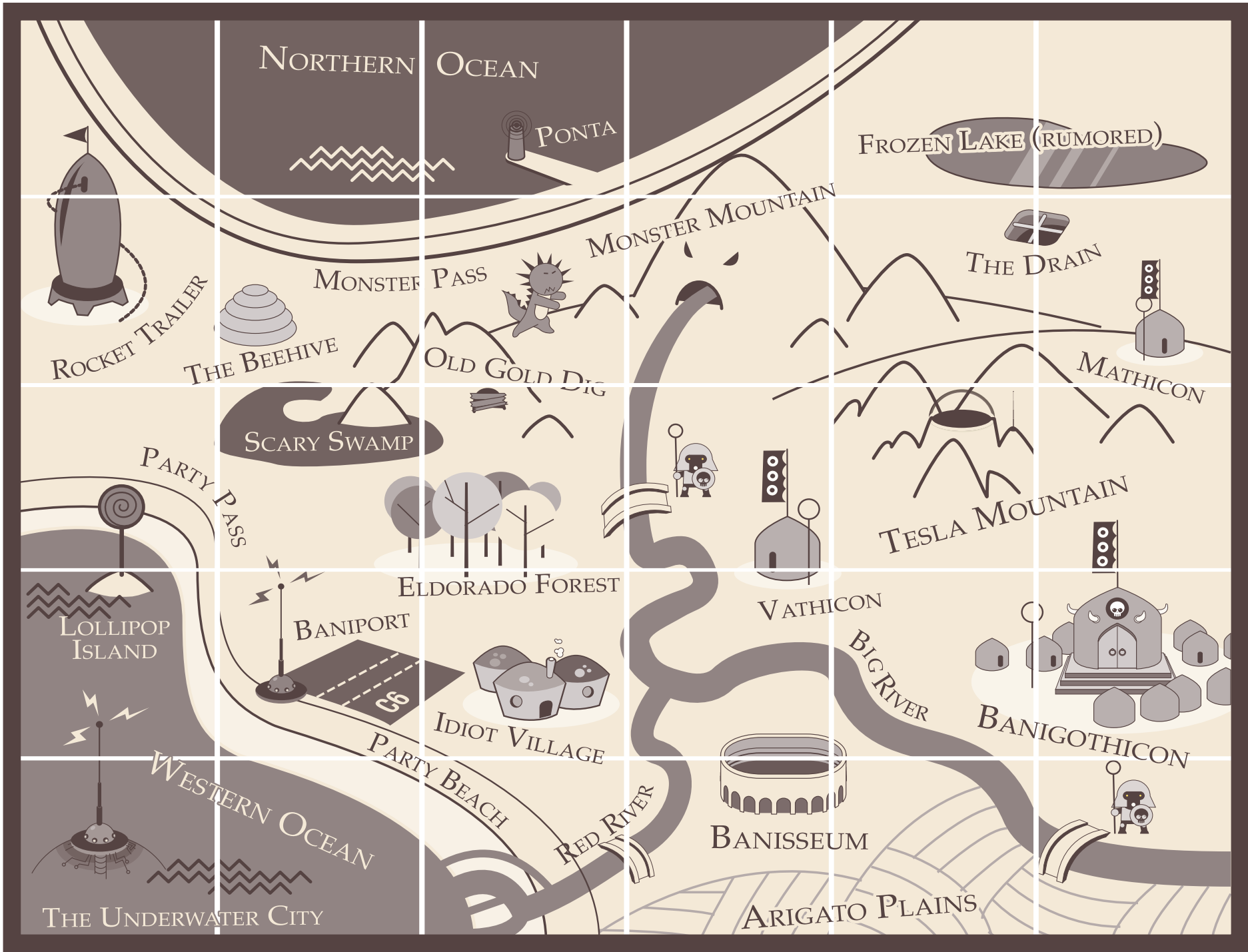
Any piece sitting on the field can teleport to player's own home base



Any piece sitting on the field can move in any direction



Any piece can turn into any other piece while sitting on the field



The Getto Commitment:

Even though the name is really a tribute to the original Getter Robo show, of which we were great fans, we consider ourselves bound by the high (or low) quality that the name Getto implies. This whole thing is Boston DIY, and while as a rule we strive to bring you best quality available, this one is Getto out of love - hand-poured, hand-painted, hand-letterpressed, etc., you get the picture. Don't expect flawless sets, think of them as deliberately imperfect (even getto!) but unique game pieces and just have fun.

The Shifter Rocket:

Every 10 sets or so, we will randomly substitute a gamepiece with another special piece, called the Shifter Rocket. Shifter Rocket is the most powerful rocket (see below), but if you get one, and decide that you'd rather exchange your set for a regular one, mail the set back to us and we'll send you a brand new one along with a free T-shirt for your trouble.



Shifter Rocket (1) can move in any direction, one field at a time. It can also overlap the same field with another piece of it's own squad, in which case on the subsequent move it can also choose to "carry" that piece with it (including Bomb Rocket) at the following turn.