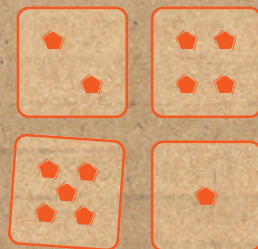


COMPONENTS

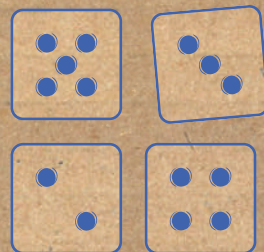
2 Maro dice



4 orange dice



4 blue dice

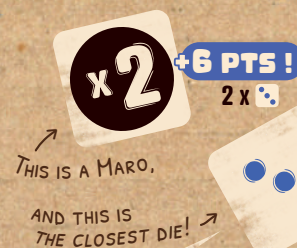


1 cord



LET'S POCK AND ROLL!

Roll your dice and get as close to the Maro as you can! But be careful, as only the closest die scores points! The first team to reach 50 wins!



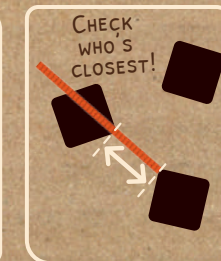
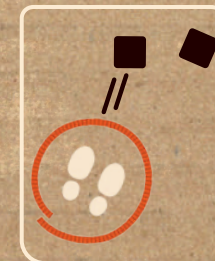
Score points immediately by hitting dice which are on the **POCK** side!

THAT'S THE POCK SIDE
(ALL OF THE DICE
HAVE ONE!)

Hit your own dice or your opponents' to change the side they're on, and maybe even the outcome of the game!



A CORD FOR PLAY...



... AND FOR TRANSPORT



HANDY,
RIGHT?



POCK!

THE RULES

Split the players into **2 teams** (the **blue** team and the **orange** team). Each team takes the dice of their color. Then, a player from each team rolls a die: the team who gets the highest number plays first (the  counts as the highest number on a die for this).

STARTING THE ROUND

The first player lays the cord in a circle on the ground. All players must stand in the circle when they roll their dice. **They then roll the 2 Maro dice (the black dice) in the direction(s) of their choice**, to a distance between 3 and 8 meters (10 to 25 feet) away. The dice must roll when they hit the ground.

1 ROLLING THE DICE

Starting with the first player, then alternating players from each team, the players each roll 1 of their team's dice roll 1 of their team's dice until both teams run out of dice.

Are your team's dice currently the closest to both of the Maro?
You may skip your turn (you may do this multiple times).

If a team runs out of dice, the other team finishes the round by rolling all of the dice they have left.

2 GETTING A POCK!

You can score points during a round by getting POCKS. If the die you roll touches another die which is currently showing the POCK side, that counts as a POCK! With good aim, you might even hit more than one! **Your team immediately scores 5 points for each POCK.**

Add these points to your current score.



ELIMINATING A DIE!

Some dice can be eliminated from the game... If a Maro is on its  side, any dice that touch it are immediately eliminated. Remove them from play for the rest of the round.

These  symbols are dangerous, but you can use them to your advantage by knocking your opponents' dice into them.



3 SCORING

Once both teams have used up all of their dice, add up your scores (including points scored during any previous rounds)!

Determine which team's die is closest to each Maro. That team earns points equal to **the value on that die multiplied by the number on that Maro.**



POCK sides are always worth 0. $0 + 0 = ?$



Feel free to try to change the side a die is currently on by hitting it with another die. This could give you a considerable advantage and change the entire outcome of the game!

4 END OF THE ROUND

Once all points have been taken into account, each team takes back their dice. **The opposing team will now play first:** one of its players takes the cord and the Maro and starts a new round.

END OF THE GAME

The game ends when either team reaches **50 points!**

If you reach or pass 50 points with a POCK, you don't win right away. The opposing team can still score, which could change everything! You must keep playing until the end of the round and add up both teams' scores as usual. Only then does the team with the most points win then game!

In case of a tie, play another round.



MARO = "MULTIPLIER" IN MALAGASY (THE LANGUAGE SPOKEN IN MADAGASCAR).

LET'S POCK AND ROLL!

CREDITS

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