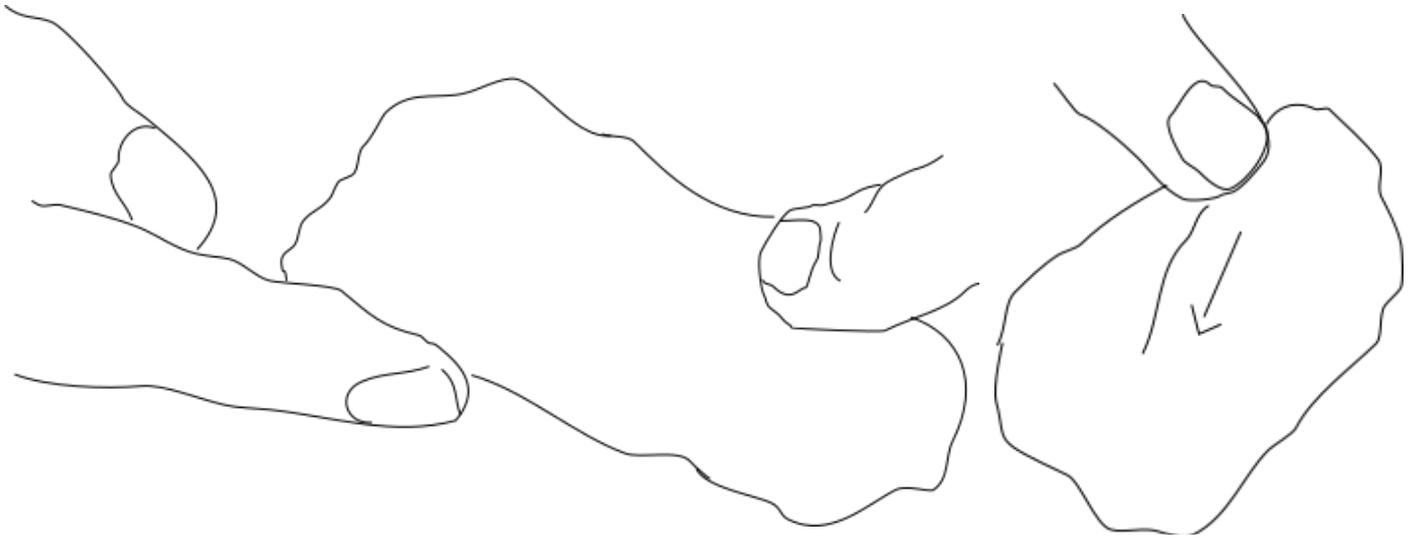


GET YOUR ROCKS ON!

A flirtation game with fingers and rocks



Get Your Rocks On is a game where you allow your idle hands to roll over each others' rocks. To achieve your favourite erocktic positions you'll need to be dexterous and silver tonged. Don't be shy, let everyone see how you roll the rocks.

Designers	Sabine Harrer, Simon Johnson, Ida Marie Toft
Players	2-8
Stuff required	2 or more attractive rocks per player.
Preparation time	10 mins.
Time required.	15 to 30 mins for a 10 rock game.
Place required	Any space with rocks, even ground, and a beachy flair.
Activities.	Touching, Flirting, Talking, Collaborating, Sculpting.

GAME SET UP

First you will need to pick up some rocks. You could take a walk together to a local beach, a river, or maybe just the park. It's nice if players each choose a few rocks but if that's not possible one person could collect a set of rocks. However you get your rocks, try to make them diverse. Choose different colours, shapes and textures. As a size guide, a rock should fit neatly into the palm of a hand. The game length will be determined by how many rocks you play with. 10 rocks seems like a good amount for a game. The game area is not bounded but we recommend playing in an area about 30cm².

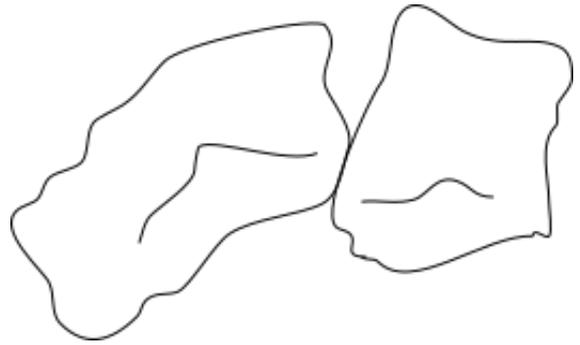
OBJECTIVE

Work together to create an erocketic landscape. Rocks can be placed in preferred positions by collectively fingering them.

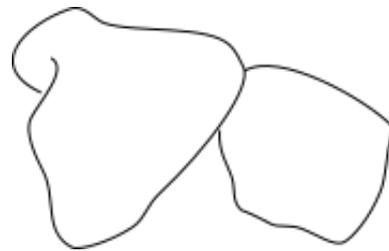
THE FOLLOWING EROCKETIC SCULPTURES ARE DESIRABLE.

- 1: Spooning
- 2: Half-on
- 3: Full-on
- 4: Threesome

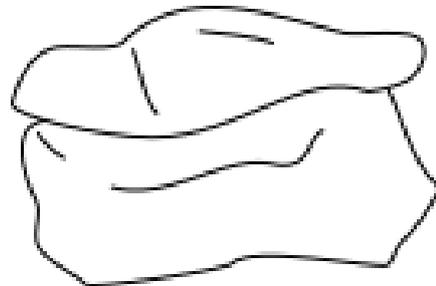
1: Rocks are **Spooning** if at the end of a turn two rocks are left touching each other.



2: A **Half-On** is achieved by a rock that comes to rest leaning half balanced on another rock.



3: A **Full-On** is achieved by bringing a rock to a point of balance completely on top of another rock/s.



4: A **Threesome** is achieved by adding a third rock to any of the other positions.



HOW TO PLAY

Initiating play can be awkward, but it's ok to be a little coy at this stage. Offer the first turn to someone you like.

The first move is simply placing down the first rock in the playing area.

Play proceeds rockwise. One at a time, the next players place their rocks into the playing area, being sure to leave space between the rocks.

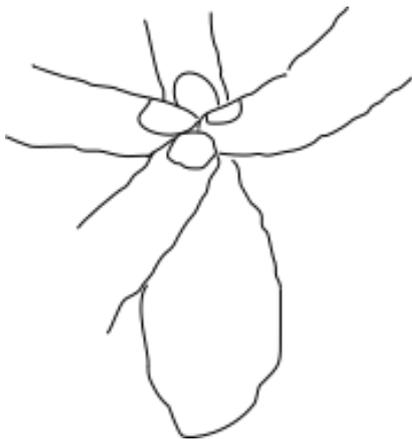
The game is ready to play when all players have placed a rock and there are at least four rocks to play with.

When the game is all set the next player starts a turn by touching any rock they desire.

They will need to invite at least one other player to touch the rock with them.

GETTING IT UP

A bit of touching and fourplay can be nice, but to get our rocks on you will need to get an **erocktion**. This means the rock must be teased into position until it is balancing vertically along its longest axis.



The fingers of all players involved in the turn must meet head-on, at its peak. Once you get an erocktion you have two options:

- 1) Simply move your erocktion into an erocktic position with another stone.
- 2) Bring your second hand into play and use another finger to play with another loose rock. Again, you can into others to join you on this stone.

When you are playing with a second stone you can use it to form an erocktic position with your first one by rolling it into place. You can also get an erocktion with it, and then introduce it to a third stone.

At the end of each turn you get to add a new rock to the game for every erocktion you achieved in that round. Select a new rock together and place it down somewhere it doesn't touch any of the existing rocks.

You may create erocktic sculptures for as long as you can maintain at least one erocktion together.

Any time you make an erocktic sculpture, those rocks are now on and cannot be used to start a turn. You can always add more rocks to them, though, if that's what you're into.

Remember, if anyone's hand slips at any point, that turn is off and all active rocks must be dropped. Any rocks which land in an erocktic position by accident after a slip should be moved to be alone again.

ENDING

When the last rock has entered the field, each player takes a last turn to make the landscape complete.

You win if all loose rocks have been placed into sculptures.

You fail if at the end of the last player's turn there are still loose rocks around.

SIMPLE RULES FOR TOUCHING ROCKS

A player can proceed with their turn while they follow these turn on rules:

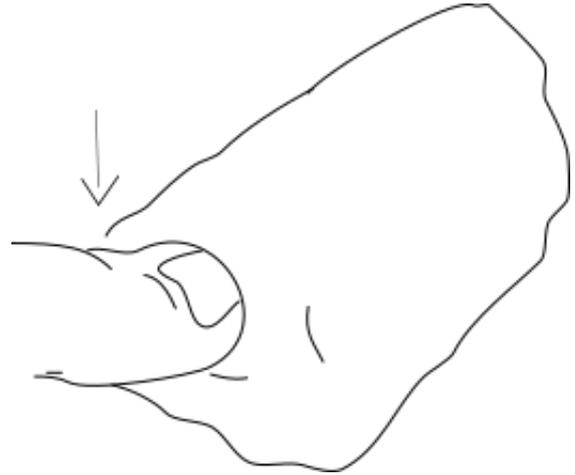
All Rocks must roll! Don't push and shove. Move the rocks by rocking and rolling them. If the rock slides the turn is off.

All rocks must be grounded! No lifting. The rocks must always be in contact with the ground, even if this is through another rock.

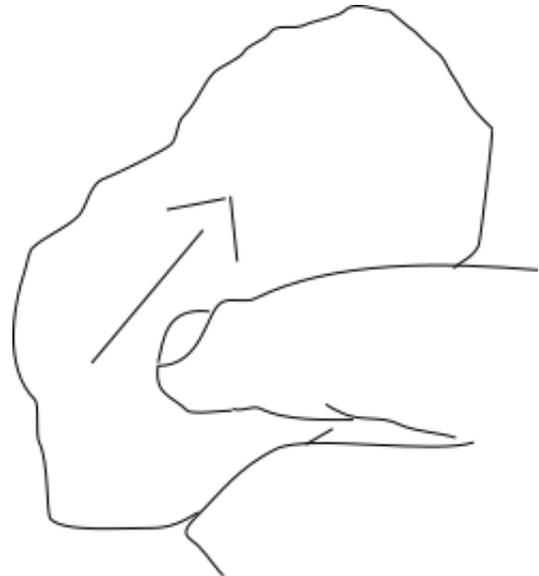
Fingering: You can only touch a rock with one finger. If any other fingers come in to play, even accidentally, it's a turn off.

Keep contact to keep the turn on: Once you've started you can't stop. If any player's finger lets go, even for a second, it's a turn off.

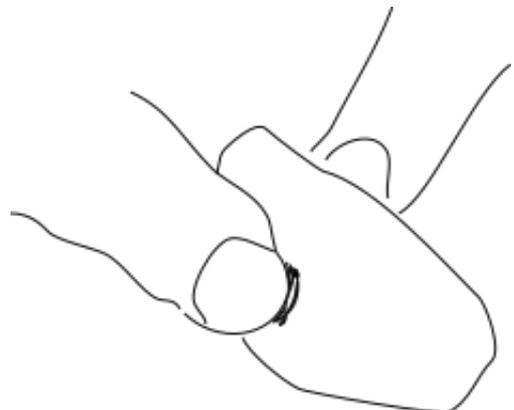
Pin it: Securing one end of a rock to the ground with pressure from a finger



Slide it: Sliding your finger up or down the length of a rock



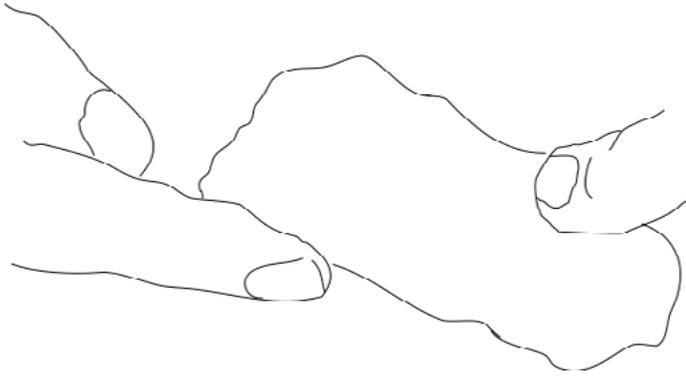
Nail it: Using your fingernail to get better purchase on the rock



ROCKABULARY

Don't worry, we found seven essential phrases guaranteed to keep your turn on and make your rocks roll together:

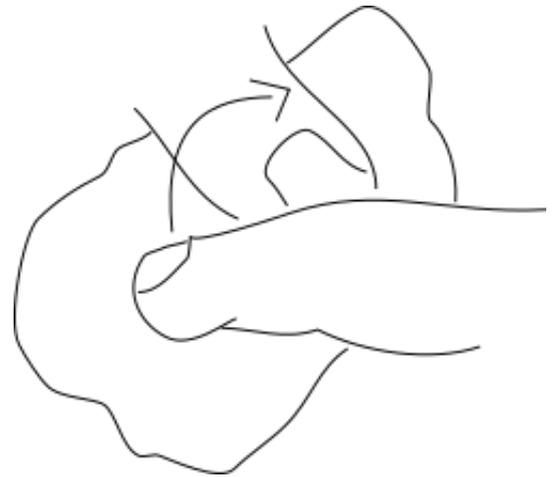
Hold it: Supporting a rock to keep it from slipping



Swing it: Rotating a rock around an end that has been pinned



Rim it: Sliding your finger up or down the long edge of a rock



Come over me: Sometimes it can be handy to slide a finger over another one to keep a rock stable. Coming over someone requires consent. If you want to come over someone, please kindly ask them first. (e.g: “Can I come over you?” or “I would like to come over you. Are you in the mood?”)