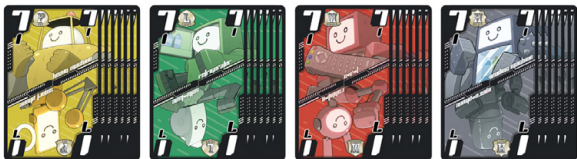


*In the year 20XX, the world is  
abuzz with the excitement of Robot battles!  
Win the battles divided by ranks and get the belts!  
Win the most belts and make your gym famous!*

*Rocket Punch! is a card game based on trick-taking.  
On your turn, you play the Robot cards in your hand, and the  
strongest robot wins the match and the Champion Belt.  
The round ends when there are no more cards in hand, and the  
Gym that has the belt at that point earns prestige points.  
The player who gains the most prestige points the fastest and  
up to the specified number of points is the winner!*

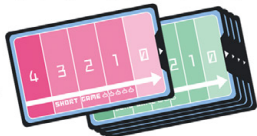
## COMPONENTS



28 Robot cards (7 each for Heavyweight, Middleweight, Lightweight, and Flyweight)



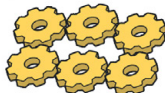
5 Gym cards (both sides the same)



5 Fame meters (front: red, back: green)



4 Champion Belts  
(1 for each weight class)



6 Gears



1 Start player marker

## Details of Robot Cards

There are two types of numbers on the cards: upper and lower. When cards are played from the hand, they are turned over so that the number you want to play is facing up.

There are four card classes: Flyweight, Lightweight, Middleweight, and Heavyweight. Each class has a different color and icon.

Weight class

Strength of the upper card

Strength of the lower card

Robot Name





※Example of four players


- Each player takes a **Gym card** of your choice and a **Fame meter**. The Fame meter has two sides: the green side (6 rounds) for 3 players, If playing with 4 or 5 players, the red side (4 rounds) is placed face up in front of you. Place the gym cards on top of each other so that only the "0" on the Fame Meter is visible. Return the extra gym cards and fame meter to the box, as they are not used in the game.

**NOTE:** The **Fame meter** can be played on any side regardless of the number of players. The side with more rounds (green side) has longer playing time.


- Place 4 **Champion Belts** and 6  **Gears** in a row in the center of the table.

- Shuffle the 28 **Robot cards** together and deal them face down to each player. The number of cards dealt depends on the number of players.

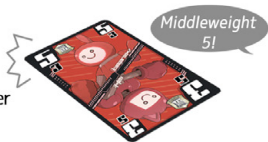
Number of players	Dealt cards
3	8 cards each
4	6 cards each
5	5 cards each


- Make a place in the center of the table for the **discarded cards**. After the cards have been dealt to the players, the remaining cards are placed face down in the discard pile.
- The player who touched the robot most recently receives the  **Start Player Marker**.

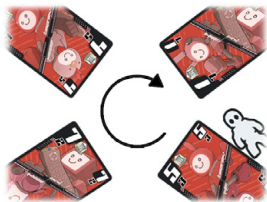



In the game, players play cards in their hands one by one, and "Battle" is repeated to determine the winner, until all cards in the hand are played. Each player's turn is played **clockwise**, starting with the player holding the  Start player marker.

Each card has a different number on the top and bottom. To make it easier to know which side to play, declare the number you want to play when you play a card.




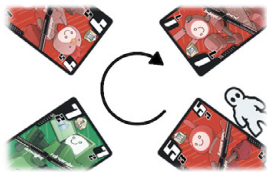
The ranks of the battle are determined by the cards played by the  Starting player. The player with the highest number in that weight wins the Belt.



*Example: The  Starting player played "Middleweight 5", so this battle's weight class is now "Middleweight". Then the second player plays "Middleweight 7", the third player plays "Middleweight 4", and the fourth player plays "Middleweight 1".*

*This means that the second player to play a "Middleweight 7", the highest number played, wins the Middleweight Belt.*

The player after the second move can also play a card of a different weight card than the one played by the  Starting player. However, a Robot of a different weight from the battle will **not win the Belt** because it will not be in a match.





*Example: The second player in move 2 plays a "Lightweight 7". Although it is the strongest card in terms of strength of numbers, it is a Lightweight battle, so the first player to play "Middleweight 5" wins the Belt in this battle.*



**IMPORTANT:** In a Battle, you cannot declare a card with the same number as a card that has already been declared. If you can only declare the same number, choose one card from your hand and turn it face down. In this case, you are not considered to have participated in the battle.



*Example: The Starting player plays "Heavyweight 1", which means that the battle is now in the Heavyweight battle; the second and third players play cards of other classes because there are no cards of the Heavyweight category in their hands. The player with the "Heavyweight 7" in his hand has a card with a winning strength of "Heavyweight 7", so he wants to play it, but he cannot play any card because "7", "2" and "1" have already been played. In this case, you must choose one card from your hand and play it face down. The result of this battle is that the first player who can play the only card of the Heavyweight class wins the belt.*



As the game progresses and you acquire  Gear, you will be able to adjust the numbers on your cards. By playing the card on your turn, you can add or subtract the value of the number on the card by the number of  Gears.

For example, you can use three  Gears on a "7" card to make it a "10", or two Gears on a "1" card to make it a "-1". When using a  Gear, it is played at the same time as the card, and the adjusted number is declared.

*Lightweight 10 using 3 Gears!*







**NOTE:** Cards cannot be adjusted to the same number as the card already played.

## BATTLE RESULTS







After each player has played one card, the winner of the battle is confirmed in the following order:


- 1 The player with the highest number in the weight class of the battle receives the **Champion Belt** of that weight.  
If another player has the Champion Belt, he/she takes it from that player.  
The spent  Gears are returned to the center of the table.
- 2 The player with the **lowest number**, regardless of rank, receives the  Starting player marker.
- 3 The player with the second lowest number receives a  Gear.

After confirming the winner, all the cards used in the battle are placed in the discard pile, and the next battle begins with the player with the  Start Player Marker.

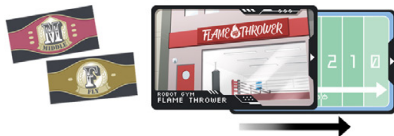


*Example: The Starting player played a "Middleweight 6" and the battle is now in the Middleweight class. The third player in turn 3 uses one of his  Gear to play a "Middleweight 7" and wins the battle. The third player receives the Belt, and the fourth player who played the smallest number, "Flyweight 1" receives the  Start Player marker. Next, the player who played the second lowest number, "Heavyweight 3", receives a  Gear.*

**NOTE:** If there is not a single  Gear left in the center of the table at ③, it is not received and moves on to the next battle.

If there are only two face-up cards left after being played face-down, the player ignores ③ and moves on to the next battle. In this case, no one receives a  Gear.

A round ends when all cards in the hand are exhausted and all battles are over. At the end of the round, the player with the Champion Belt slides the Fame Meter stacked below the gym card to the right by the same amount of space as the number of Belts you won.



If a player has won two Belts, the meter is slid two spaces to the right.

Players who do not have a Champion Belt will not receive credit. Also, a Champion Belt that no one else can have will not be anyone's prestige.

## PREPARE FOR NEXT ROUND

The discarded Robot cards are collected, shuffled, and the stipulated number of cards are re-distributed to each player. Champion Belts, Gears, and Starting player markers for each weights are not returned to the center of the table, but remain in the possession of the player who acquired them, and the next round begins.

## WINNING THE GAME

|| WIN! ||



The first player to slide the entire fame meter is the winner; if two or more players achieve the feat at the same time, the player with the belt with the higher rank is given priority as the winner.



Gears are not scored even if they are in possession at the end of the game.



Priority


*This is a simple rule for those who have played "Rocket Punch" several times.  
If you are playing for the first time, please read the main text.*

## ■SETUP


- 1 Decide which side of the Fame meter to use in the game.
- 2 Distribute Robot cards according to the number of players.
- 3 Place the Champion Belts, , and extra Robot cards together in the center of the table.
- 4 Give the  Start Player Marker to the first player to take a turn.

Players	3	4	5
Robot Cards	8 each	6 each	5 each
Recommended Fame meter	6	4	4

## ■HOW TO PLAY



Starting with the start player, the players deal one Robot card at a time, and the player with the highest number wins the Belt in a repeated battle. The round ends when all the cards in the hand run out, and the player with the Belt at that point wins the Fame. The cards played by the  Starting player determine the rank of the battle. The player can also play cards of other weight class, but in that case, you will not win the battle, even if your card has the highest number.

Cards with the same number cannot be played in a battle.



 Gear can be used to add or subtract numbers from cards.

You can use more than one of them.

## ■BATTLE RESULTS

- 1 The player who wins the battle takes the Belt. If another player already has the Belt, you takes it from that player.
- 2 The  Starting player marker is passed to the player with the lowest number.
- 3 The player with the second lowest number wins a  Gear (if any).

## ■END OF THE ROUND

The round ends when the player's hand runs out. Slide your Fame Meter by the number of Belts you own. If you do not have any Belts, you do not gain fame. Belts of each rank,  Gears, and  Start player markers remain in the player's possession and proceed to the next round. Robot cards are collected from the discarded cards and dealt anew.

The first player to slide all the Fame meters is the winner! If more than one player achieves this at the same time, the player with the belt of the heavier weight class is the winner.

Print ... 萬印堂(Manindou)

Game pieces ... Board Game Pieces

Rule book print ... gr@phic

Game design / illust ... 庇庵(@nagian)

Test play / Special thanks ... Members of Goraku-shuzou

Goraku-shuzou

<http://gorakushuzou.sblo.jp/>

<https://twitter.com/GShuzou>

