

Rollerball

Summary

A single route/multiple route game. Played on a square board with multiple concentric rings. The players have two counters - one for their base, which scores points for whenever the ball runs over it. The other counter is for their workman, whose job it is to run around and make changes to the ring. If the ball runs over the workman, they are returned to base. The ball travels clockwise around the outermost ring and players can build intersections or branches on each ring to divert the ball to other rings.

Number of Players: 2-6

Type of Game: Abstract Strategy

Pieces

1 Base and 1 Workman for each player

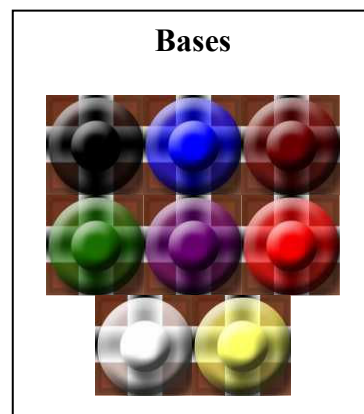
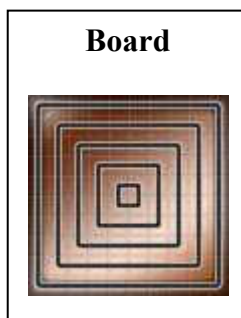
1 Board

A Deck of 34 Cards-

- 5 of each Track Changer card (25)
- 3 of each Ball Changer card (9)

4 pairs of Ball counters

- 1 Ball/Energised and one Up Rubber/Down Rubber counter for each ball



Object of the Game

The winner of this game is the first player that is able to get their base run over by a ball five times.

Rules

Setup

- Each player takes a base, a worker figure and 5 random cards.
- Each player secretly bids a number of cards from their hand.
- Place the cards you wish to bid in your left hand under the table.
- All cards that are bid are discarded to the discard pile.
 - If there is a draw, the players that bid the most may now openly out bid each other by taking turns (starting with the player closest clockwise to the dealer) to add more cards to the discard pile.
 - If the drawing players bid all their cards, the player who bid the least amount is the winner.
 - If there are more than one least bidders, the one closest clockwise to the dealer wins.

Placing initial pieces

- In clockwise order, starting with the winner of the bid, the players place their bases.
 - Bases never effect the movement of a ball.
 - Bases are never moved and can never be taken off the board.
 - No base may be placed in the inner two tracks.
- After placing bases, the players now place their workman anywhere they wish to on the board.
- After placing bases, the winner of the bid places the ball on any unoccupied space on the board.

- After the ball is placed, each player that has cards in their hand may place one anywhere legal on the board, or they may pass.
 - If a player passes, they may no longer participate in playing cards onto the board.
 - This continues until no player has cards left, or all players have passed.

Turns

Each turn, a player performs the following actions :-

1. Pick up a new card for their hand if their hand size is less than 5.
 - If the deck is all used up, reshuffle the discards.
2. Move any balls on the board one square on their track in a clockwise direction, obeying any diversion cards or other rules that the ball may be subject too.
 - Any ball that moves over a player's base earns that player an additional card, even if they have a hand size greater than 5.
 - This card may be immediately placed face down in front of the player as a Victory Point if they choose to.
 - If there are no cards available in the deck, the player may take any card from the board.
 - Any ball that moves over a workman sends that workman back to their base.
3. Move their workman up to three spaces on the board.
 - The workman may occupy any space with a counter, base or other workman.
 - The workman may not enter a space containing a ball unless it is a rubberised ball currently in "Up Rubber" mode.
4. Play one or no cards from their hand:-
 - Play on the board. The card must be played on unoccupied spaces only. One space must contain the player's workman. No space may contain a ball, a workman of a different player or any card or base.

Diversions

There are two types of diversions - track changers and ball changers.

Track Changers

Track Changers are 1x2 cards played across two tracks of the board. A Track Changer card can be played on a corner track square or on straight tracks.



No card can be played on top of any other card, base or ball.

- **Up Move**
- This card moves a ball from a ring to the next ring out.
- **Down Move**
- This card moves a ball from a ring to the next ring in.
- **Splitter Up**
- This card has two roles. It can either split a ball into two balls, or combine two balls into one ball depending on how it is placed.
 - To combine balls, both balls must enter the Splitter at the same time. Otherwise the card is treated as an Up Move card.
 - A ball only splits if there are less than 4 balls currently on the board. If there are 4 balls, the entering ball treats the card as an Up Move.

- **Splitter Down**
- This card has two roles. It can either split a ball into two balls, or combine two balls into one ball depending on how it is placed.
 - To combine balls, both balls must enter the Splitter at the same time. Otherwise the card is treated as a Down Move card.
 - A ball only splits if there are less than 4 balls currently on the board. If there are 4 balls, the entering ball treats the card as a Down Move.
- **Replacer**
- A replacer card changes the diversion your workman is currently on with a card from the player's hand.
 - The diversion card on the board must not have a ball on it at the time or any other workman.
 - Discard the replacer card when played and the diversion card your workman is on, then play another card from your hand onto the board.

Dead Ends

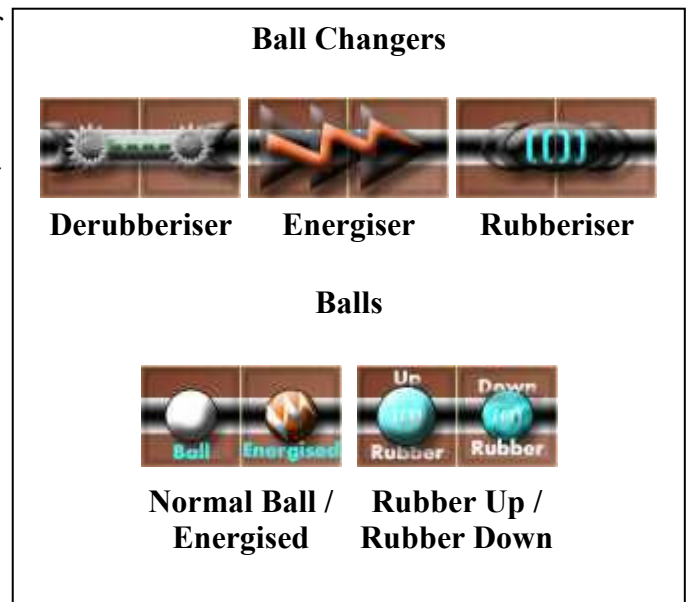
If a ball encounters a dead end on a track changer card or at any other time, it is regarded as hopping over the card (in a similar manner to a Up Rubber turn for a rubberised ball) this turn and continues as though the card was not there.

Ball Changers

Ball Changers are 2x1 cards played on a single track of the board. A Ball changer card cannot be played on a corner track square, only on the straight tracks.

No card can be played on top of any other card, base or ball. A ball counter is changed from the moment it leaves the Ball Changer card (ie the next square after).

- **Energiser**
- A ball energiser causes it to smash through the next diversion. Remove and discard the next diversion the ball encounters from the board, even if it is another energiser. The ball stops being energised after it hits a diversion and continues on normally (flip the counter from Energised to Ball). An energised ball has no other effect on play.
- **Rubberiser**
- A ball rubberiser causes the ball to bounce over every second square in a track. This may cause it to ignore bases and track changer cards. It won't ignore ball changer cards, however, as they are two spaces long (therefore a Rubberised ball can become Energised, or can become Derubberised).
 - The first square after leaving the Rubberiser, the ball is Up Rubber.
 - Every turn the ball is moved, flip the counter between Up Rubber and Down Rubber sides.
 - While on the Up Rubber side the ball is unaffected by any cards on the board, and does not affect workmen. The ball still follows the track on the board.
- **Derubberiser**
- A ball stabilizer that un-rubberises it.
 - Note: An energised rubberised ball destroys the Derubberiser before it can be used.



Winning the Game

The game is won by the first player to achieve 5 victory points.