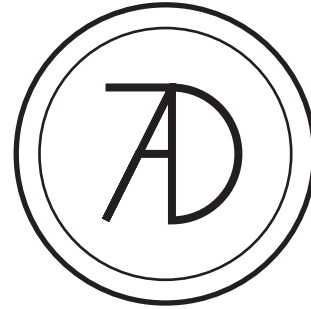


BY AMANDA FUNG

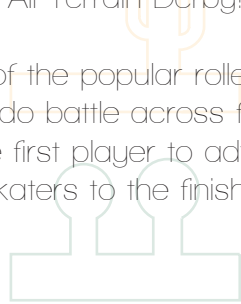


RULE BOOKLET



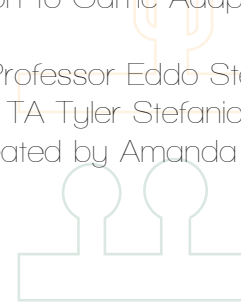
Skaters, get ready for a whole new twist on the sport you thought you knew, Roller Derby that crosses the landscapes of the world: All Terrain Derby!

This version of the popular roller sport allows players to do battle across five different terrains. The first player to advance all five of their skaters to the finish line wins!



Created for Game Design Winter 2013, DESMA 157 Sport to Game Adaptation

Professor Eddo Stern
TA Tyler Stefanich
Created by Amanda Fung



[CONT.]

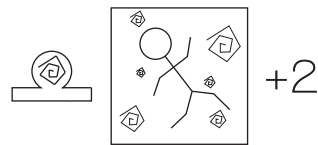
JAMMING

Have players place their puzzle pieces image-side up near them. When players are ready, flip to the page of the booklet which corresponds to the terrain space and countdown from 3 to begin Jamming.

3...2...1... JAM!

WINNING THE JAM:

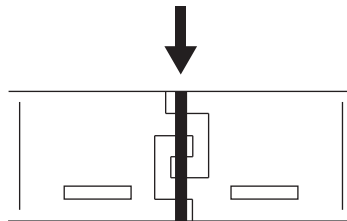
The player who emerges victorious from the Jam may move forward the number of spaces indicated by the ability on their Team Stats Card corresponding with the terrain currently being occupied.



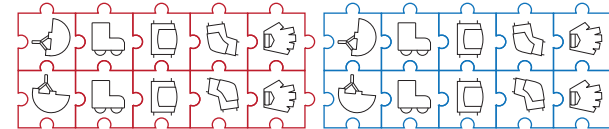
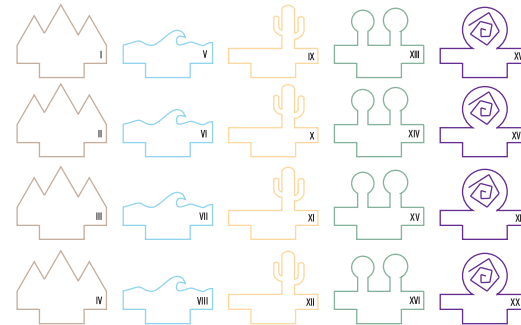
(In other words, if you are doing battle on a Zero Gravity Terrain space and your ability advantage +2, you may advance your skate 2 spaces. If the ability indicated a negative number like -1, convert it to +1.)

LOSING THE JAM:

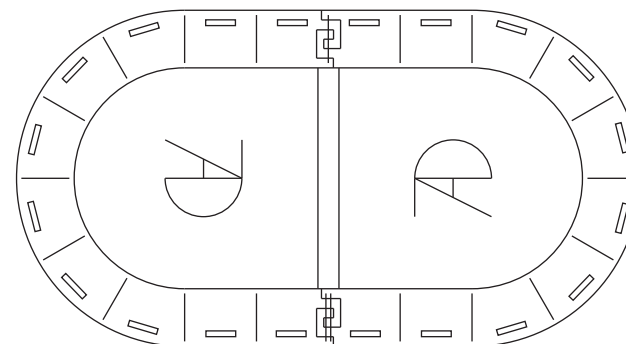
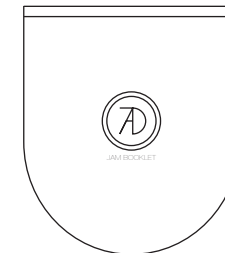
The player who loses the Jam must move their skate back to the start line and begin their journey around the track again.



IN THE BOX

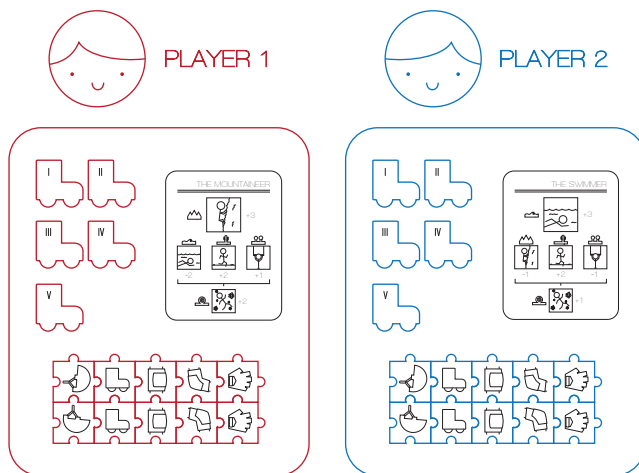


x 5

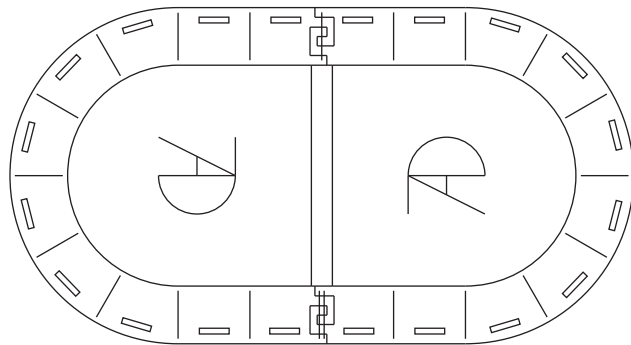


SETUP

ATD is a 2 player game. Each player picks either red or blue. The player who chooses red receives a set of five red skates numbered I-V (1-5) and 10 red puzzle pieces. The player who chooses blue receives the corresponding pieces in blue. Then, shuffle and deal one Team Stat card to each player.



Lock the 2 game board pieces together as shown:



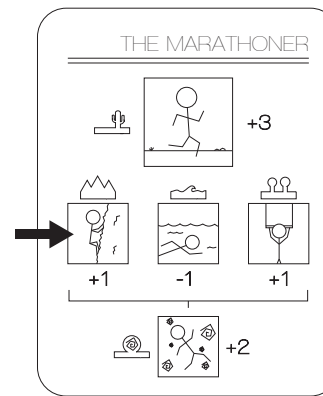
[CONT.]

JAMMING

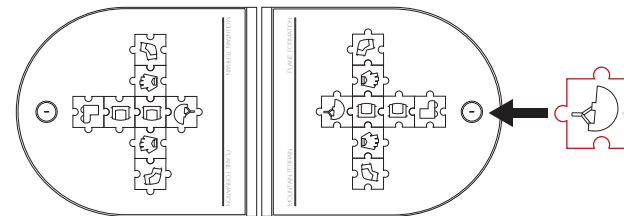
SETTING UP THE JAM [CONT.]:

The player who initiates the Jam by landing on a space already occupied by another player receives an advantage corresponding to their Team Stats Card.

For example, if this were the initiating player's card:



...and the Jam is occurring on a Mountain Terrain space, the player is allowed to put one puzzle piece on the Jam formation before the countdown begins.



If the Jam were occurring on an Aquatic Terrain space however, first convert the -1 to +1, then the initiating player may place their one puzzle piece on the Jam Booklet page.

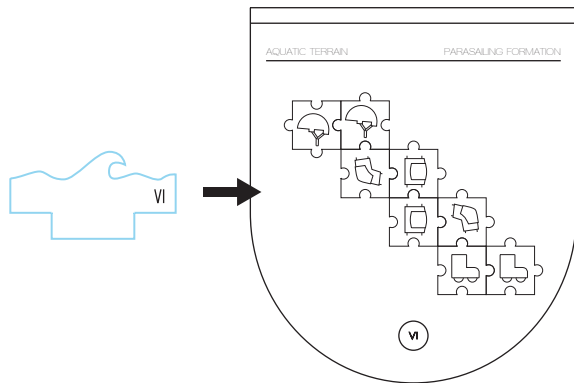
Jamming then continues as per the usual rules.

[CONT.]

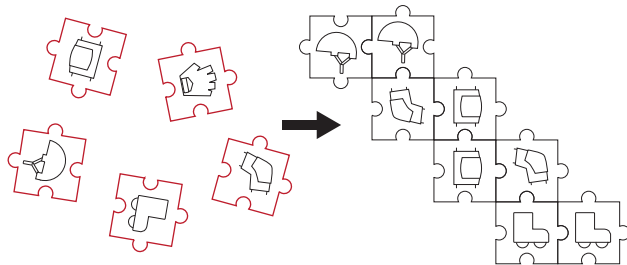
JAMMING

SETTING UP THE JAM:

When players occupy the same space, they automatically enter a Jam. The terrain space they are currently occupying will dictate the type of Jam which will occur.



Players must place their matching puzzle pieces on the corresponding formation marked on the pages of the Jam Booklet. Pieces must be in the correct orientation, and must be fitted together to be valid.

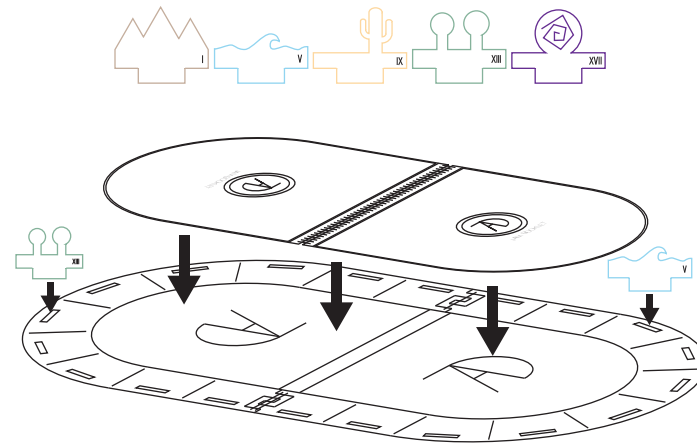


Place a die somewhere that can be easily grabbed by both players. When one player finishes their "formation" they must grab the die to indicate completion and victory.

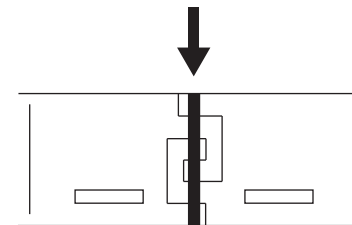
[CONT.]

SETUP

Split the Jam Booklet in half so that when placed on the game board, the two top pages should say Jam Booklet and the two pages on the bottom should say By Amanda Fung. Then place all 20 terrain pieces randomly in each slot until all the slots are filled. The Roman numerals on each piece should face the inside of the board.

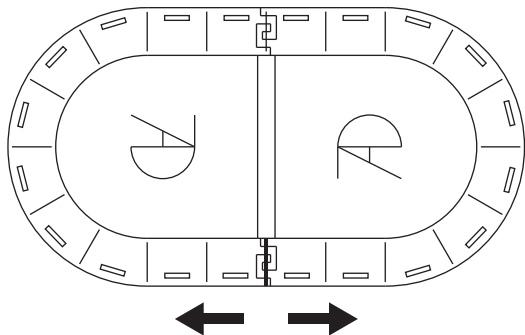


This is the start and finish line. Have each player place the skate with the number I (1) on it, and keep the other 4 red and 4 blue skates in separate piles nearby. Players must use a turn to move new skates onto the game board, placing them on the start/finish line, using the next turn to advance the new skate.



GAMEPLAY

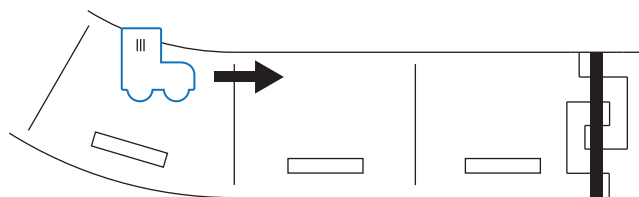
Gameplay proceeds in both a clockwise and counterclockwise direction, with both players choosing a different direction. Roll dice to determine gameplay direction for both players.



The player who gets all five of their skaters past the finish line **IN ORDER** (from lowest to highest) first, wins.



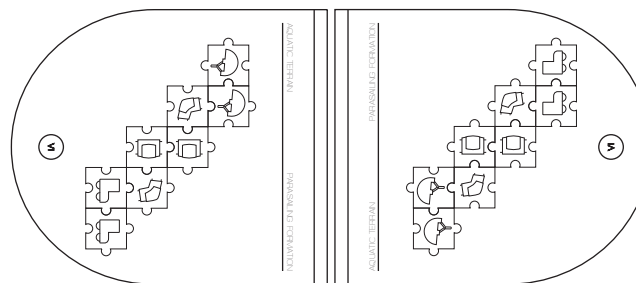
Players must roll the **EXACT** number to bring skates off the game board. For example, here the player must roll a 3 to cross the finish line:



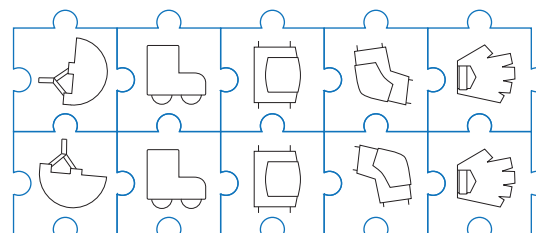
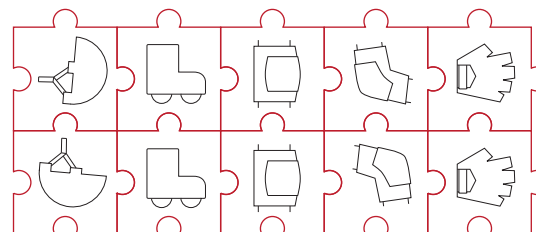
Skates which crossed the finish line are now out of play and should be kept in a separate pile.

JAMMING

Jamming occurs on the center of the board, on the Jam Booklet, with players using the puzzle pieces included to do battle.



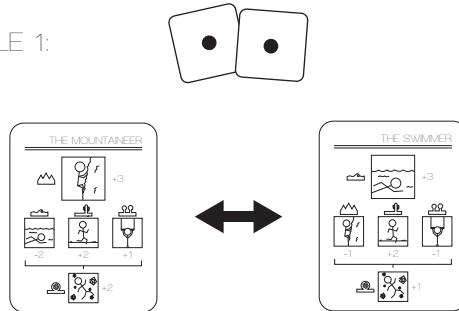
Each player receives 10 puzzle pieces each marked with different images of gear used in Roller Derby. Players must arrange helmets, elbow and knee pads, skates and gloves to form different vehicles to cross the terrain currently being occupied.



SPECIAL CONDITIONS

Special conditions happen **ALONGSIDE** regular gameplay conditions. They **DO NOT** happen **IN PLACE OF** the regular conditions.

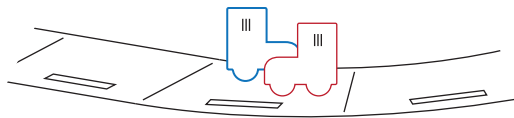
DOUBLE 1:



Rolling specifically the combination 1-1 gives players a choice to choose a new Team Stats Card if they wish to do so. However, players have only **ONE** chance to change their Team Stats Card during any one game.

To choose a new card, have the other player shuffle the Team Stats Cards and fan them out for you to choose a new card. Place your old Team Stats Card back into the deck.

SIMULTANEOUS SPACE OCCUPATION:



Landing on a space already being occupied by another player's piece automatically enters both players into a Jam (See Jamming).

[CONT.]

GAMEPLAY

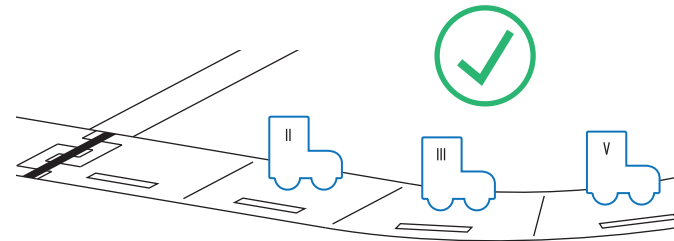
FIRST TURN:

Have each player roll the dice to determine play order. Once determined, Player 1 rolls again, advancing their skate that number of spaces. This ends Player 1's turn unless a Special Condition has been met. (See Special Conditions)

Player 2 repeats the same dice roll and advancement but in the opposite direction. Gameplay will now continue in this basic fashion of dice rolling and advancement of pieces.

SUBSEQUENT TURNS:

Players must get all 5 skates past the finish to win. The skates must pass the finish line **IN ORDER**, however they do not need to advance on the game board in order.



Each turn, players may choose to advance a skate already in play, or bring a new skate onto the board (which, as previously stated, requires players to use a separate turn to complete this action).

After both players have had their first turn, the number of spaces they can advance is heavily affected by the type of terrain they start their turn on and their Team Stats card. (See Team Stats)

TEAM STATS

Players can only hold onto 1 Team Stats Card at any one time. Your Team Stats Card represents the abilities your skaters possess which will help them advance the various terrain.

Each ability corresponds to a certain terrain:

CLIMBING ABILITY MOUNTAIN TERRAIN		
SWIMMING ABILITY AQUATIC TERRAIN		
RUNNING ABILITY PAVED TERRAIN		
GYMNASTIC ABILITY JUNGLE TERRAIN		
ZERO GRAVITY TERRAIN* <small>*Traversing Zero-G Terrain requires the combined effort of all other abilities</small>		

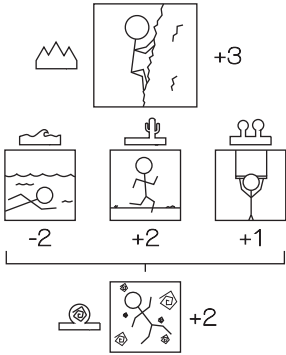
The number beside the ability indicates how many spaces will be added or subtracted from a player's advancement during their turn depending on the terrain they began their turn on.

For example, if a player began a turn on a Jungle Terrain space, and rolled a total of 6 and their Team Stat Card indicated a Gymnastic Ability of -1, they are only allowed 5 spaces of advancement.

[CONT.]

TEAM STATS

THE MOUNTAINEER



There are 5 Team Stats Cards, one for each terrain. For example, if you hold The Mountaineer Team Stat Card, this indicates a climbing prowess within your team and that your special terrain is the Mountain Terrain.

YOUR SPECIAL TERRAIN:

Beginning a turn from your special terrain gives players a choice between three dice roll advancements. FOR EXAMPLE, if this were your dice roll:



Players have a choice to advance their skates 3 spaces, 1 space, or 4 spaces. Whichever choice players choose, also remember to add the indicated ability boost (+3), so if a player chose to advance 1 space, it then becomes 1+3=4 spaces. It may not always benefit players to move the maximum amount of spaces, so strategize accordingly..