ROLLERBALL II

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DESIGNER NOTES:

It's been four years or so since my first version of Rollerball was exposed to the internet world. I recently found the binder that stored all the charts, cards, and rules and started to revisit the game design. Although the first version did receive some good comments from the members of the various Delphi Forums, I believe the first version's game flow was bogged down with too may playing charts and was probably dropped from a gamer's "play list" after a few matches. So, I thought to myself, how can I make a better version of Rollerball. First, I had to do an "agonizing reappraisal" of Rollerball I.

OK, let's take a look at my original design objectives and determine if Rollerball I met those objectives.

1. *First, it had to have the flow and speed of 'real' Roller ball.*

    The first version, I feel, did capture the essence of Roller ball. I thought the descriptions on the various charts were quite clever in most cases and you could see in your "mind's eye" what was occurring on the track. Scoring was too low…that would need to improve. Oh…and the violence needed to also increase.

2. *There should be a track to show movement and give the feel of the game.*

    In retrospect the track idea might have been a mistake. The descriptions captured more of the action…the "move one space" made the game feel more like a car race than a Rollerball match. The track would be gone in Version II.

3. *A match should not take more than one hour to complete.*

    Speaking of time, I thought the clock movement slowed down the action way too much. To have to perform that exercise for every dice roll would definitely have too be eliminated. So if you have no clock, you would need some other measure of time. This is where I stole the idea from other games…the answer was three simple words…"Fast Action Cards".

4. *It had to contain individual player cards for each player.*

    I always liked the card design…I liked the futuristic font.   I liked the idea of no numerical ratings. The only thing I wanted to change in Version II, is make all positions uniform in design. There wouldn't be different card format between Skaters and Catchers, for example.

5. *The majority of the results had to come off the player cards.*

   With all those various game charts, I don't think I did a good job with this item. In Version II, I had to reduce the references down to two sources…the player cards and the fast action cards.

6. *The player cards had to be easy to create.*

   I thought I did a pretty good job with this item. It was great seeing all the Internet gamers creating their own team and cards. I hope this continues with Version II.

7. *There will be no numeric values to represent the various skill levels*

   I touched on this item previously. It would be too easy for the gamer to look at a card and see that the player was rated "A" for shooting and "F" in hitting. I wanted it to be subtle…the gamer would have to really look at the card to determine the player's worth. This would continue with Version II.

8. *There should be different modes of play (i.e., playing offensively or defensively)*

   Looking back, this was definitely a dumb idea (IMO). Since most gamers play solitaire, this strategy option was not needed. This would be eliminated in Version II.

9. *It had to contain the violence and finesse of the 'real' game.*

   I thought Version I, did a good job of this. The Version I charts would definitely be the basis for the activities on the FACs.

VERSION II OBJECTIVES:

1. I wanted the defensive players to have more of an impact on the action. Not just for attacking but for goal prevention. This objective would evolve into the game system Version II became. Each player would have two columns, one for the offense and the other defense. I would develop a set number of actions and the combination of the offensive and defensive roll would result in the final game action.
2. Now I need to determine the random mechanism. I thought rolling four six-sided dice would be too much. After much thought, I finally decided that decimal dice (ten-sided) would fit the card size best. So gamers, you'll need two ten-sided dice (preferable two different colors) to play Version II.
3. In the previous item, I mentioned card size. Some time ago, when rearranging my home office and I came across some perforated business cards and index card stock. I decided that I would use these for my player cards and FACs. The business cards are ten per sheet and the brand I have is by Geographics, Inc

(www.geographics.com). You should be able to go to your nearby office supply and pick up any brand that is ten business cards per page. I printed my FACs using the Oxford brand with three 3"x5" cards per page (www.esselte.com). If you purchase a different brand, you may need to tweak the excel worksheet a bit.

4. I wanted to keep the descriptions from the Charts, so I basically incorporated the Version I charts into the FACs of Version II. Gamers who played Version I will recognize these descriptions in Version II.

5. To simplify game play, I eliminated the Coach cards and Medical/Mechanic Staff rolls and charts.

GAME COMPONENTS:

1. Player cards. Each team should have approximately 25 cards per team. The position breakdown should be 11 Skaters, seven Bikers, and seven Catchers.
2. Deck of sixty Fast Action Cards.
3. Two Lineup Cards (Home and Visitors)
4. Penalty Box, Action Matrix, and Random Player Chart.
5. Two ten-sided dice.

That's it! Those who played the first version will immediately notice that there are far fewer components in this version. All components are included in the Rollerball2.XLS file.

GAME SETUP:

Place starting players for each team in their respective Line up grid. A team on the track is made up of three bikers, four skaters, two catchers, and either an extra skater or extra catcher. If, due to injury, you must place a skater in Catcher 1 or 2, he will not catch a fired ball (all FAC results that would have went to that position, will automatically go to the opposing Catcher).

Thoroughly shuffle the Action deck. Divide the sixty-card deck into two piles. You do not have to exact. Each pile (30 FACs) represents 15 minutes of game play. A match lasts four 15-minute periods.

DICE:

In most cases, two ten-sided (2D10) are roll. Before the match, determine which D10 will be the offense die and which is the defensive die. There will be a few instances where only one dice is used (D10). You'll be instructed when to use two dice or one.

GAME TIMING:

Each FAC represents 30 seconds of action. The idea of Version II is not to replay every second of action but to represent the highlight(s) of a segment of time.

PENALTY TIMING:

When a penalty is called, place the guilty party in the 'penalty box'. Count the number of cards the penalty calls for and place the Penalty Expires Card in the deck in this spot face down. When the Penalty Card appears, the penalty expires and the player may return to the action.   The duration of each penalty is noted on the Penalty/Matrix card.   Basically, each three-minute penalty is worth six action cards. If a FAC calls for a player in control versus an empty position ("No Player" on the Defense column of the Action Matrix) there is a better chance of the offensive team scoring a goal.

RANDOM PLAYER CHART:

On the Penalty/Matrix card is the Random Player chart. Some results on the game boards make reference to a random player. Use these charts to determine which player is involved. When a FAC asks for the identity of a "Player" (this includes Bikers, Skaters, or Catchers), roll a D10 and refer to the Player column.   If a FAC refers to a Skater/Catcher (and NOT Bikers), roll a D10 and look under the Skater/Catcher column.

SUBSTITUTING PLAYERS:

Roller ball uses the same free substitution that hockey uses. You may change any number players when you are in possession of the ball. The only exception to this rule is you can't substitute the current ball handler.

Also, be aware that some players may not be eligible to return until the next new ball or the end of the period. Try to keep these players separate, so they will not return to the match 'early'.

STARTING PLAY (A.K.A. FIRING THE BALL…):

Pick the new FAC and refer to the "The BALL FIRES…" section. Follow the action as described. If the FAC calls for a certain Catcher position and that position is empty, the opposing Catcher automatically catches the ball.

ACTION NOTES:

1. Once a Catcher (or in some cases, a Skater) catches the fired ball, he may perform one of two actions. He may either roll on his card (versus the opposition defender) or pick a new FAC and refer to the Action section.
2. When the FAC states that a player is in control, they are usually paired up against the opposing defender. That is, Skater 1 versus Skater 1, Skater 2 versus Skater 2, etc. There are some instances where the FAC action will have a different defender than their normal counterpart. Be certain to refer to the proper player's card. Roll 2D10 (or in a two 'coach' game, opposing coaches roll their own D10 die) and refer to the appropriate column on each player's card. Lookup the Offensive action and Defensive action on the Action Matrix chart. In most cases, the actions have to match in order for that action to actually occur. You'll quickly learn how the various combinations 'work.'
3. If a BKR (Biker) is the result on the Skater or Catcher's card, first pick another FAC and refer to the BIKER ID section. This section may simply state a Biker or give some further action. In most cases, re-roll a D10 and refer to the Biker's card. The Biker's result then replaces the Offensive Skater/Catcher's Biker action on the Action Matrix.
4. If the BKR is rolled on both the Offense and Defense, pick another FAC for the BIKER ID. Re-roll both dice and compare both results on the matrix between the Offensive Biker and his opposing Biker.
5. If the Offensive player roll results in a GOAL and the defensive action results in BKR. The defense may select any defensive Biker and re-roll a D10. The resulting action is the result of the play (that is, treat it as a match). Note: The thought behind this is to slightly reduce the effectiveness of a player with a lot of Offensive GOAL results and to add value to a defensive Biker.

ROLLERBALL PLAYER CARDS

Each Rollerball player is represented by a playing card. Unlike the first version of Rollerball where there were three types of player cards (Bikers, Skaters, and Catchers), Version II has only one type of card. The only difference is that the Biker's actions represent their ability to support their teammates. So if you see a GOAL result on a Biker's Offensive section, the goal is not scored by the Biker, but the Biker has 'assisted' the Skater/Catcher in scoring the goal. This usually means the teammate has grabbed on for a ride or the Biker has blocked an opponent from reaching the Skater/Catcher. Catchers (and some Skaters) also have the PASS action. This represents the Catcher's ability to pass the ball after gaining control as they usually are not goal scorers because of the extra equipment they wear to catch the fired ball.

Sample Player Card

Uniform Number

Player's Name

Player's Experience Level. Star, Veteran, or Rookie

Player's Position: Skater, Catcher, or Biker.

6

JONATHAN E.

STAR Skater

D10	OFFENSE	DEFENSE	D10
0	Bkr	LOSE	0
1	EVT	Bkr	1
2	GOAL	Att	2
3	GOAL	LOSE	3
4	PASS	Att	4
5	GOAL	GOAL	5
6	GOAL	EVT	6
7	Att	Att	7
8	Bkr	LOSE	8
9	GOAL	Att	9

Houston

Offensive Actions

Defensive Actions

Team Name

PLAYER CARD ACTIONS:

There are six actions that will occur from the Player card results.   PASS mainly occurs on Catcher's Offensive column (some Skater's may have a PASS) and PASS never occurs in the Defensive column. The BKR (Biker) result only occurs on Skater or Catcher's card. The main game flow is once a player has control of the ball, he rolls a D10 and refers to the Offensive section. His opponent (that is, Skater 1 is assigned to guard the opposing Skater 1), rolls a D10 and refers to his Defensive Column. Also note in some situations, the FAC action may assign a different defender on a play. The following table explains the various actions.

Action	Description	Offense	Defense
Att	Attack	Player likelihood to being attacked or fouled. Less is usually better.	Player's ability to attack opponents. This player also has an increased chance being charged with a penalty. More is usually better (except for penalties).
Bkr	Biker	Skaters/Catchers usage of Biker for support. Only occurs on Skater and Catcher's cards.	Defender usage of Bikers. More is better. Only occurs on Skater and Catcher's cards.
GOAL	Goal	For Skater or Catcher this is the ability to score goals. For Bikers this is the ability of the biker to help a teammate score a goal.	Ability to defend against scoring attempts. Less is better.
LOSE	Lose Ball	Ability to hold onto ball. Less is better.	Defenders ability to take away the ball. More is better.
EVT	Event	Random Events. Each player has one in offensive column.	Random Event. Each player has one in defensive column..
Pass	Pass	Player's ability to pass the ball. This usually reserved to Catchers. More is better.	Not Applicable

Design notes: When designing Version II, I tried to keep the game as simple as possible and break the actions down to the most basic activities. Version I players will notice that I've combined the Attack and Penalties actions into one activity. I was always bothered by these two actions being separate in Version I. I always felt that a penalty should be a possible result of an Attack and that all hits should result in a possible penalty. This is reflected in Version II.

GAME ACTION MATRIX

OFFENSIVE ACTION	DEFENSIVE ACTION	Description
GOAL	GOAL	**Goal is scored by the Skater or Catcher.**
GOAL	LOSE EVT Att	Pick card for new action - present team/player still in control
GOAL	BKR	Any Defensive Biker takes control. Roll D10 and refer to any Biker. The result on Biker card is both the Offensive and the Defensive action for this turn.
GOAL	[Position Empty]	**Goal is scored by the Skater or Catcher.**
BKR	BKR	Pick new card for Biker Identification. Re-roll 2D10 and compare Offensive Biker action to Opposing Biker defensive action on matrix.
BKR	GOAL LOSE EVT Att	Player with ball grabs onto biker. roll on offensive biker card - compare result to defensive skater/catcher roll
BKR	[Position Empty]	**Goal by the Skater or Catcher.** Pick any biker to receive assist.
Att	Att	Pick card and look at Attack section.
Att	GOAL LOSE EVT BKR	Light hit knocks ball loose. Defending team now in control. Pick card for new action.
Att	[Position Empty]	Pick card for new action - present team/player still in control
LOSE	LOSE	Defender steals ball and breaks-away. Make offensive roll immediately for player stealing ball (Roll only one D10…Defensive result automatically matches Offensive result).
LOSE	GOAL aTT EVT BKR	Player loses ball - defense in control – pick card for new action
LOSE	[Position Empty]	Pick card and look at Action section. Team with ball still in control.
PASS	ATT LOSE EVT BKR	Pick card for new action
PASS	GOAL [Position Empty]	**GOAL for any skater - Credit passer with assist.**
EVT	EVT	Pick card and look at Event section.
EVT	GOAL aTT lose BKR	Pick card for new action - present team/player still in control.
EVT	[Position Empty]	**GOAL is scored by the Skater or Catcher.**

FAST ACTION CARDS

Version II of the Roller ball game utilizes Fast Action cards to drive the action on the track. There are 60 cards in the FAC deck. This represents 30 minutes of game action (or thirty seconds of game time). The deck is divided into two thirty-card decks (or two periods of action). You use a FAC for one (and only one) reading.

Here is an Example of a Roller ball FAC.

ACTION	STAR Skater4 in Control (roll on Skater's card vs opponent). If no STAR in Skater4, defensive team now in control (pick new action).
BIKER ID	Biker3
ATTACK (SKATER/ CATCHER)	Veteran attacker penalized three minutes for smashing player in face. Player out for remainder of match. If Star or Rookie attacker, hit knocks ball loose and it rolls into gutter.
ATTACK (BIKER)	Attacking Biker throws spiked glove at opponent biker's tire causing puncture. Three minute penalty. Opposing biker out until next new ball for repairs.
The BALL FIRES…	If Visiting team has a third catcher, he scoops up the ball. Otherwise, the Home Catcher1 has control.
EVENT	Any random visiting player (including bikers) cripples least experienced home player with dirty hit. Home players and fans attack visitor. Each coach must roll D10 and the result is number of matches their player must miss. If '0' is rolled, the player is killed.

ACTION – This represents the most significant activity that occurred during a period of time (30 seconds). The action result usually depends on the experience of the player in question. The game will favor STAR players.

BIKER ID – Anytime a BKR (Biker) action results on a Skater or Catcher's Offensive column, you must first identify the Biker that is supporting the Skater. This represents the Skater or Catcher grabbing hold for a ride or the Biker blocking the opposition.

ATTACK (SKATER/CATCHER) – If the attacking defender is a Skater or a Catcher, use this section. Penalties and/or injuries may occur.

ATTACK (BIKER) – If the attacking defender is a Biker, use this section. Penalties and/or injuries may occur.

The BALL FIRES… - Anytime the game restarts, refer to this section. If usually refers to a Catcher's experience level to pick up the fired ball. The game restarts after all goals, the ball ends up in the gutter, after penalties, injuries, or any other situation you deem necessary.

EVENT - This represents some various events that may occur during a Roller ball match. Anything from a player being forced to rest to a player receiving a lifetime ban for match fixing may occur.

ROLLERBALL2.XLS File:

The Rollerball2.XLS is a Microsoft Excel 2000 file. It contains all objects you'll need to get started. I'm assuming that you have basic understanding of Excel and how to perform various function such as changing Background and Font colors. The following are the Worksheets (Tabs) that are included:

1. Player Entry Worksheet. This worksheet is used to enter the Player information. Only enter information in the columns that are highlighted in yellow. The other columns are formulas that are used to generate the player cards. All you need to do is type in the Player's Name, his experience level (Star, Veteran, or Rookie), his position (Catcher, Biker, or Skater), and his uniform number.

2. Player Cards Worksheet. This worksheet contains the card images for one set (ten) cards. You must use the Up Spin Button to display the next set of cards. The Down Spin Button brings you back towards the first set of cards. You may choose to change the color for each team. Click on the Row Number and use the Excel Fill Color and Font Color tools to change the background and font to the desired colors. If you wish to use non-perforated card stock, you will have to use the Border tool to place boxes around the cards.

3. Action Cards. In order to print an entire set of cards, you'll have to print a page, click on the Spin Button to display the next set of FACs, print the next page, and continue until all sixty cards (20 pages) are printed.

4. HomeLineupCard and VistorLineupCard. Simply print each of these cards.

5. Penalty Cards. These should also be printed on the FAC card stock. They contain the Penalty Expires cards that are placed in the FAC deck to keep track of when a penalty expires.

6. Game Card. This contains the Penalty boxes, Action Matrix summary, Random Player chart, and Penalty length legend. Simply print out this card.

7. ScoreSheet. Simply print this out if you wish to use this scorecard (or you may develop your own to satisfy your statistical needs). The top section is the score by periods. The next section is the visitors scoring details followed by the home team scoring details. The following are the column descriptions.
   a) Exit. Place an X in this box when a player is out for the remainder of the game due to injury or penalty.
   b) Number. The uniform number of the player. There are extra spaces at the end for additional players (with a number greater than 25).
   c) OnTrack. When a player first appears on the track, put an X in this box to indicate that the player actually played in the match.
   d) Goals. Place a check mark for each goal a player scores. You may wish to place a numeral in this box to indicate which goal a player scored in the match or for his team. That is, write a '1' for the first goal, '2' for the second goal, etc.
   e) Assists. Place a check mark for each goal a player has assisted. This occurs if a player has passed the ball to the goal scorer or a goal is scored from a Biker's card. You may also wish to credit an assist to a player (on

the same team) in control on the previous FAC (most mismatched Actions result in the team in control picking a new FAC).

 f) Penalties. Write in the number of minutes the player is charged. If a player is ejected, you may charge him with the number of minutes remaining in the match (you don't have to use the NHL 10 minute assessment).

 g) Catches. Place a check mark for each catch a player makes on a new ball. You may also wish to note if a player successful catches a shot over 170 MPH.

 h) Casualties. Write the uniform number of each opponent this player knocks out for the remainder of the match.   Injuries of short duration (i.e., for remainder of the period, until next new ball, etc), do not count as a casualty.

 i) Nature of Injury. If the player is injured, write a brief description of the injury along with any injury length.

 j) Notes/Comments. Write any other information you may wish to note.

8. FAC Values. This worksheet is the source table for the FACs. If you wish to change any of the card actions, you may do it on this worksheet. You may use the search tool to find quickly find the text you wish to change.

9. Player Tables. This is the data behind the player cards. The program randomly chooses a value based on the appropriate experience level and position. If you wish to change any distributions, you may do in on this worksheet. The numbers in the columns are the distribution for each of the card's Actions (labeled at the top of the column). Also note: the offensive and defensive columns are chosen separately (that is, a player doesn't receive the same 'row' for both offense and defense.

Turning Calculation on and off:

Each time you make a change, the worksheet recalculates all the formulas. This will cause your players ratings to change. If this becomes an issue with you, you may turn the automatic calculation off. Click on the Tools menu bar item. Then click on 'Options' from the drop down menu. Click on the Calculation tab (see below). Click the Manual option. When you are ready to calculate, simply press the F9 key.

Also be certain that your setup looks the same as below. If you notice when you toggle through your player cards, that some values do not change, check out the Iteration values for your calculation option.