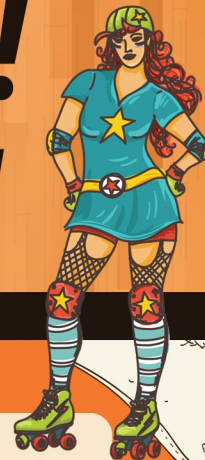


Roller Revolution!

Welcome to the roller derby of the century where your team will whip out their best moves to reach the finish line!



HOW TO PLAY

INCLUDED

- 12 Game Tiles: 1 Finish Line tile, 1 Timeout tile, 1 Start tile, and 9 Rink tiles (can be printed).
- 2 D6 (1-6) Game Dice (use your own if printed).
- 16 Skater tokens 4 skaters each, represented by 4 different colors (use your skater tokens of choice own if printed).

SETUP

Set the game tiles up in the order they are displayed on the back of the game box, or the pages following the instructions (if printing your own version). Skaters are to be placed on the fourth tile from the bottom. Optionally name your teams using the Name Randomizer on Page 3!

OBJECTIVE (2 - 4 Players)

Get as many of your skaters as you can across the finish line to take your team to victory!

RULES

1. Each Player has 4 skaters on their team, represented by four different colored skates (or tokens if you have printed your own copy of the game).
2. A player rolls the dice and moves upward the number of tiles indicated by the number on the dice.
3. The order of turn goes from the youngest player to the oldest player. After the game begins the Start tile is treated like a normal Rink tile. Once the last player has taken their turn in the round, the bottom most tile must be moved up to the position below the finish line. If there are skaters on the bottom most tile during this phase, they are eliminated.
4. Any player that rolls a number that lands their skater either in or crossing timeout **MUST STOP** in the timeout penalty box.

Continued on next page...

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HOW TO PLAY

(Continued)

5. Slingshots and Body Checks:

- a. When a skater lands on a tile that has skaters of their same team they may 'slingshot' one of the skaters two tiles ahead. Slingshots can be performed consecutively if a skater slingshots to a tile with another member of the same team.
- b. When a skater lands on a tile that has a skater of their opposing team, they may 'body check' one of the opposing skaters two tiles back.

In the case of either a slingshot or body check, the skater performing the action stays in place. If the skater getting slingshot or body check movement crosses or lands in timeout, they **MUST STOP**.

WHILE IN TIMEOUT

1. A skater may leave timeout when:

- a. The player rolls a '3' or a '6', advancing a skater in timeout one tile above timeout.
- b. Another skater of the same team lands in timeout and performs a 'slingshot' allowing one skater of the same time to be advanced one tile above timeout.
- c. A skater of the opposing teams 'body checks' one skater back one tile back. This can be performed when landing in the tile, or on a turn that fails to roll a '3' or a '6'.

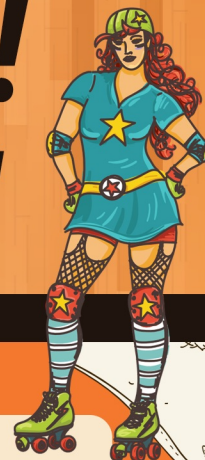
SCORING

Each skater gets points based on the order in which they reach the finish line. The first skater to reach the finish line will land on the '16' point position. Each skater that follows lands on the next position below (e.g. 15, 14, and so on).

The team that has the highest combined points from their skaters wins.

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Name Randomizer

To randomize your Derby team name, roll two dice for Column A, and two dice for Column B!

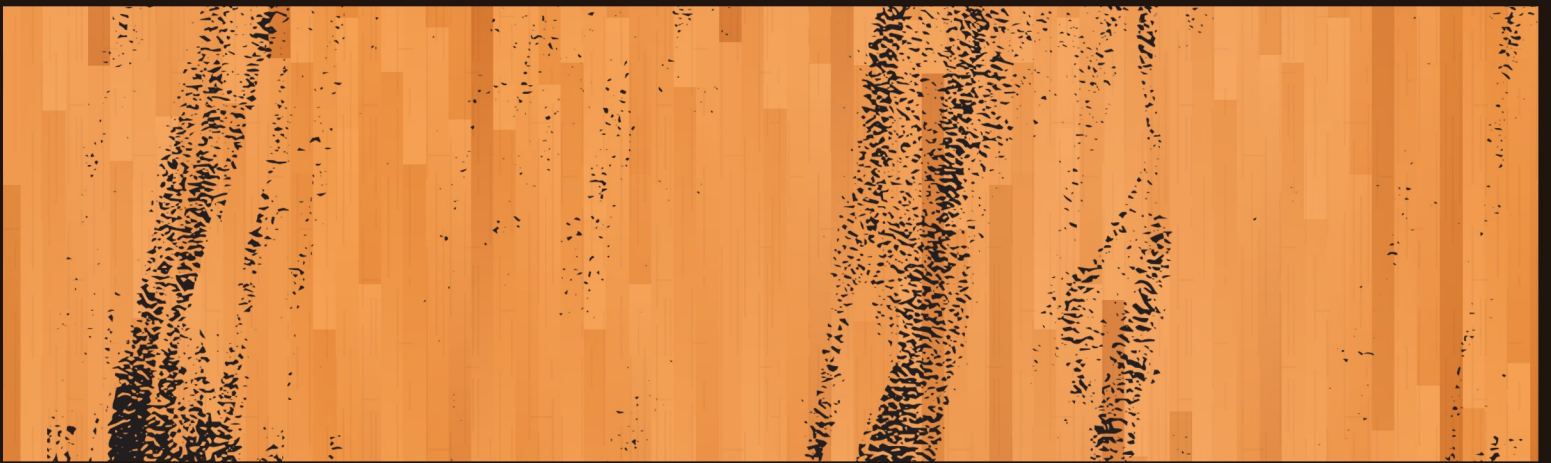
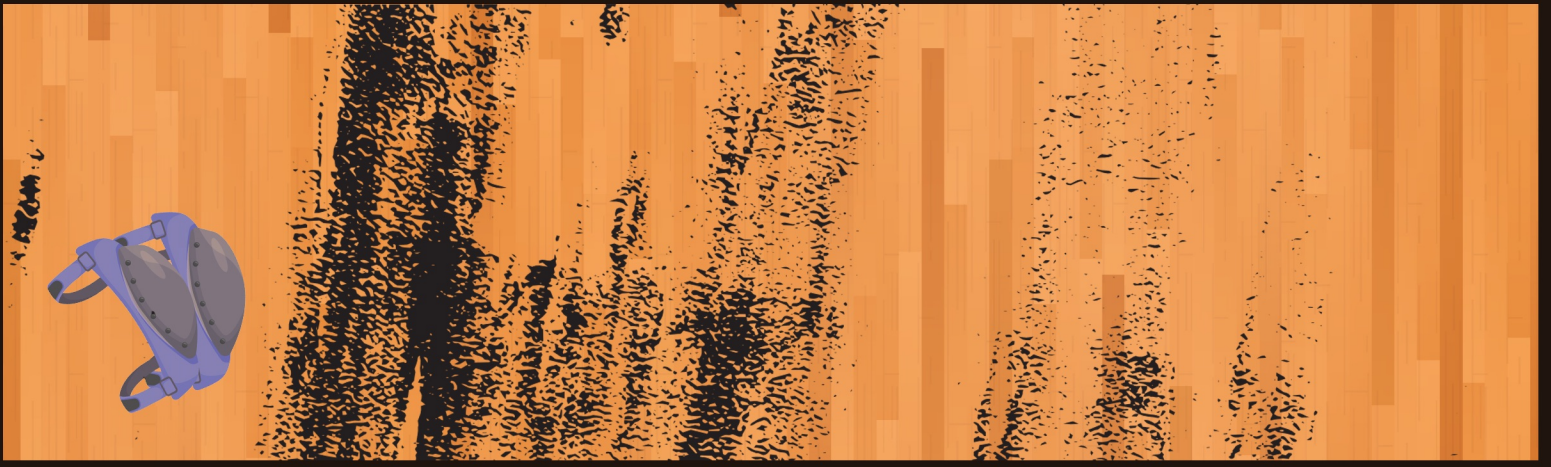
Column A

2. Rockin'
3. Rollin'
4. Smokin'
5. Ruthless
6. Blazing
7. Flying
8. Fantastic
9. Darling
10. Big City
11. Downtown
12. Fightin'

Column B

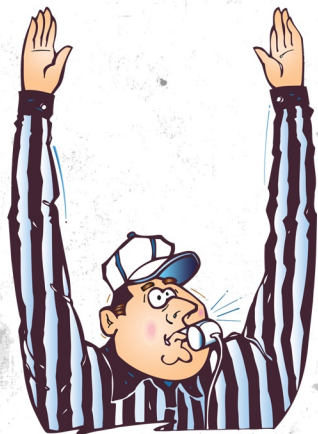
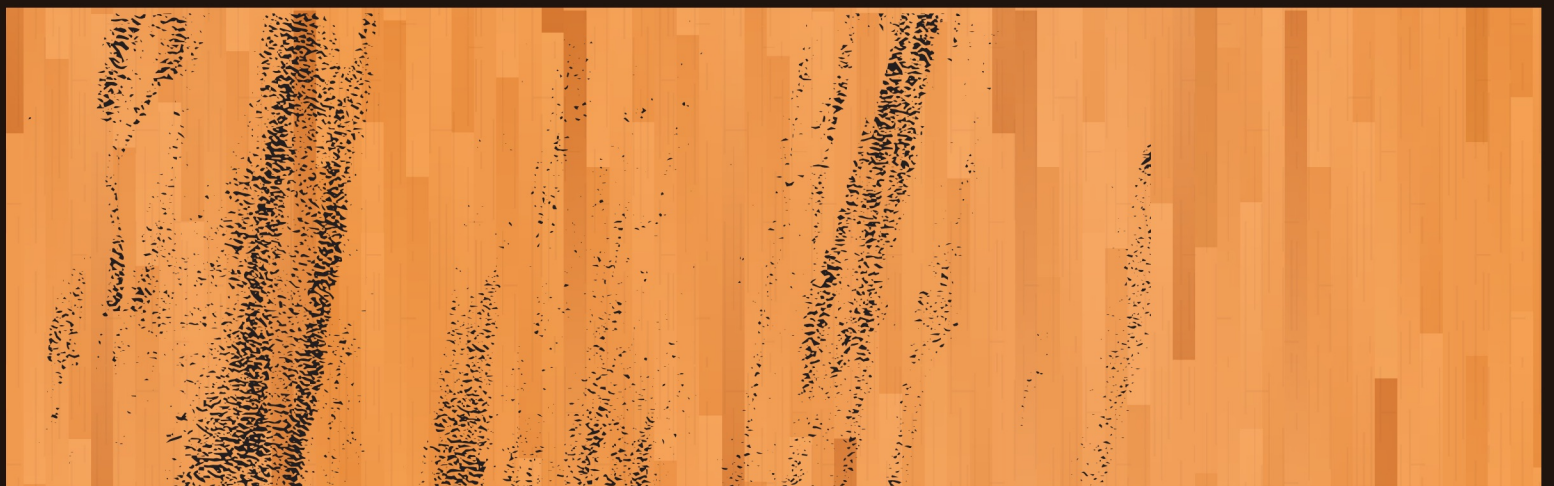
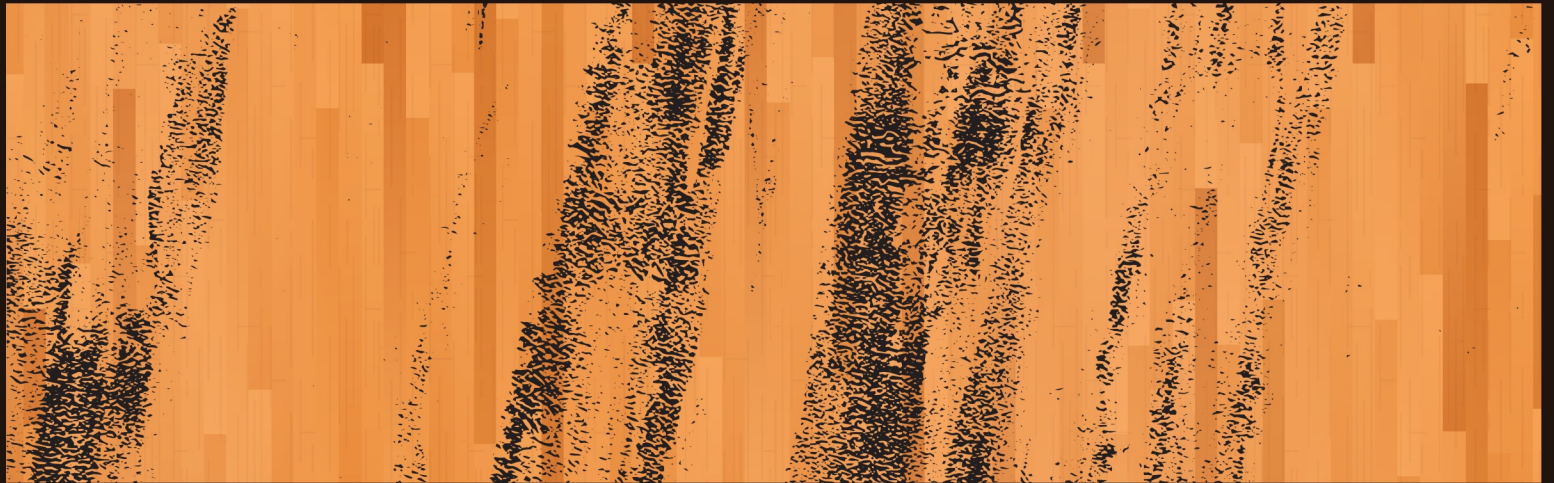
2. Betties
3. Bruisers
4. Warriors
5. Dolls
6. Babes
7. Queens
8. Jammers
9. Stars
10. Squad
11. Smashers
12. Wreckers





START

Place all Skaters in the start position at the start of the game. After the game starts this tile is treated like a regular rink tile.



TIMEOUT!

Roll a '3' or a '6' to 'Slingshot' out to get back in to the rink!

- or -

'Body Check' an opponent!