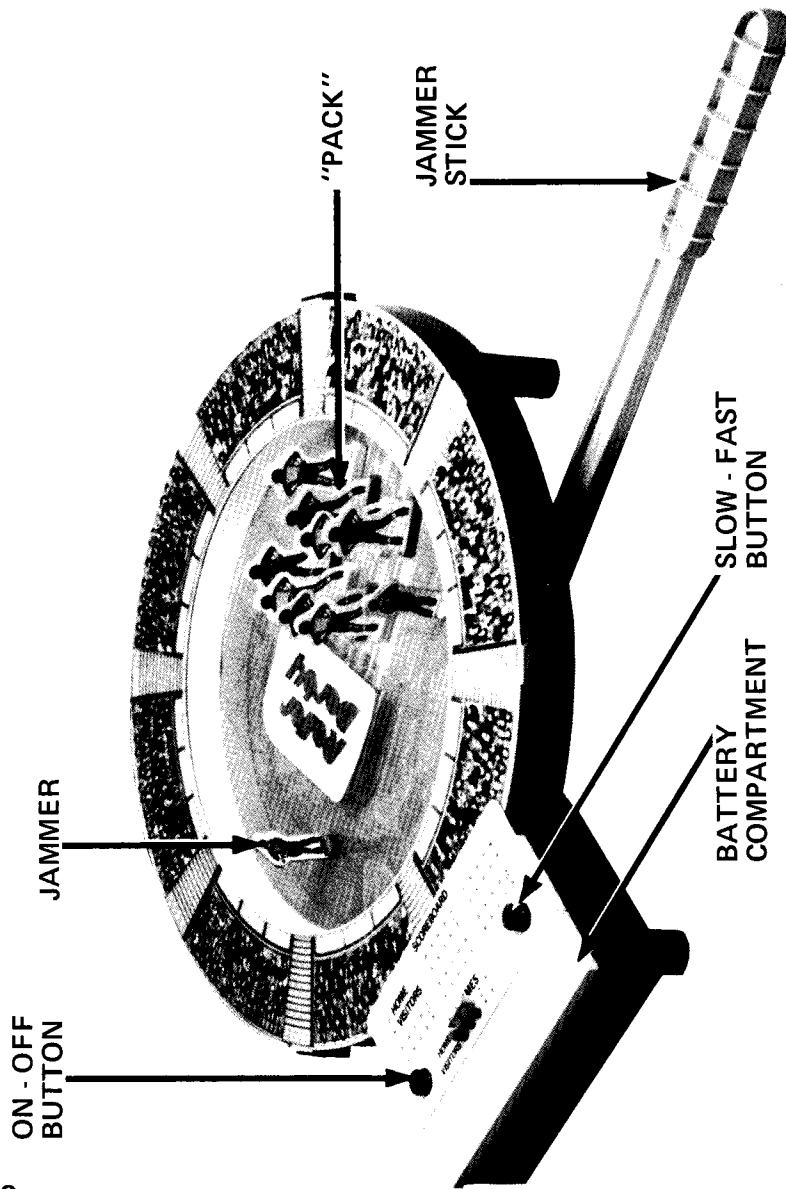


# ***Roller Derby***™



## ***INSTRUCTIONS***

4441



## **ROLLER DERBY**

**ROLLER DERBY** takes on all the excitement of the real sport. Each manager has a team forming a "Pack." This team has four players and one "Jammer."

All players on a team wear the same color.

The game board contains a unique mechanism that causes the skaters to move side to side in a realistic way. Once the board has started to rotate, the action becomes hectic, with each player trying to get his "Jammer" through the "Pack."

The "Jammer" is a single man with a magnet in the colored base. This man is controlled by a "Jammer Stick" of the same color. The "Jammer Stick" is held under the skating surface and engages the same color "Jammer" above. By skillfully using the "Jammer Stick," that player can be guided through the moving "Pack." The "Jammer Stick" will *not* control the opponent's color "Jammer."

### **OBJECT:**

To be the first to guide the "Jammer" through the "Pack" to score the most points.

1. 25 points or more in one game.
2. A match of five games (each consisting of 25 points).

#### **TO SET UP GAME:**

1. Remove panel at foot of scoreboard.
2. Insert two "D" batteries in battery receptacle (direction marked).
3. Replace battery compartment cover.

#### **TO START:**

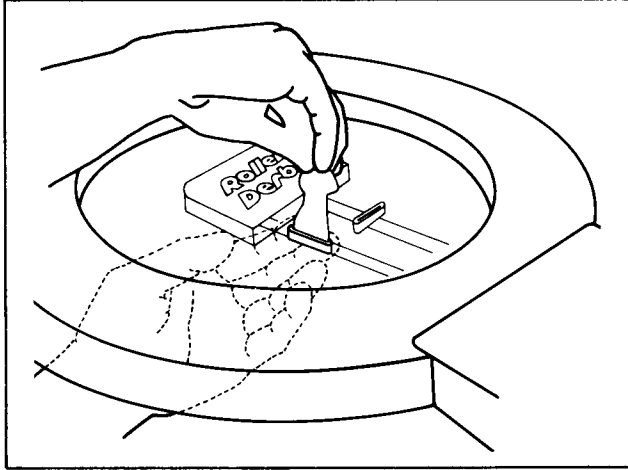
On each side of the scoreboard panel there is a button. The button having the most height is the "ON-OFF" button. To start, pull up. To stop, push down. The other button controls the speed of the rotating skating surface. By turning this button, the surface will move either slower or faster.

**NOTE:** In beginning games, it may be best to set a slower pace until each player becomes accustomed to the movement of the playing surface and learns how to control and use the "Jammer Stick."

1. Punch out team figures from the board. Each player chooses a team of one color.

2. Each player carefully places these figures in the slotted bases of that color on the playing surface.

**WARNING:** Forcing playing pieces down without support could bend or otherwise impair the game play. Support the area directly under each figure with the other hand (see *illustration*).

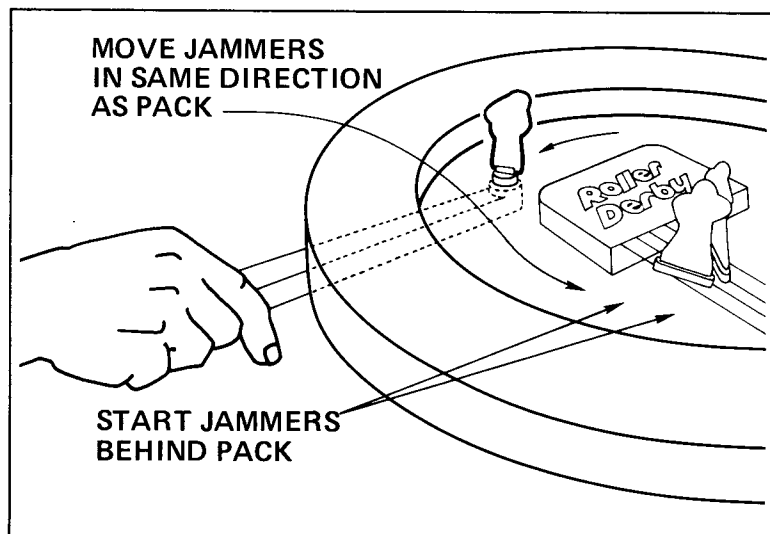


The "Jammer" will be inserted in the mobile base to be controlled by the "Jammer Stick."

3. The game is ready to start. A practice session may be played before scoring begins.

## TO PLAY THE GAME:

1. A game will consist of several rounds until a player reaches a score of 25 points or more.
2. Before each round is started, the speed of the skating surface must be agreed upon. The speed cannot be changed during a round.
3. Each player must start his "Jammer" at the back of the "Pack." He may position his "Jammer Stick" to make sure he has proper contact with his "Jammer" (see illustration).



4. One player will start the game by saying "GO" and raise the "ON" button so that the skating surface starts to rotate.

5. Each player, using his "Jammer Stick" under the playing surface, must guide his "Jammer" through the "Pack" around the board and through the "Pack" again for the second time.
6. The first "Jammer" through the "Pack" for the second time stops the play by pushing the "ON-OFF" button down. All "Jammer Stick" action must stop. This ends a round.

#### **SCORING:**

1. The "Jammer" who successfully makes it through the moving "Pack" twice and stops the play gets four points.
2. The other "Jammer" gets one point for each opponent's player he passes the second time through the "Pack."
3. If he was not able to pass his opponent's players the second time and was able only to get through the "Pack" once, he will not score any points.
4. The points for each time will be recorded on the scoreboard and a peg of that player's color placed in the proper hole after each round.
5. Continue game as before.

#### **WINNING THE GAME:**

Each game will be 25 points. The first team to score 25 points is the winner of that game.

Each match will be decided by a team winning five games.

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