

ROLLER



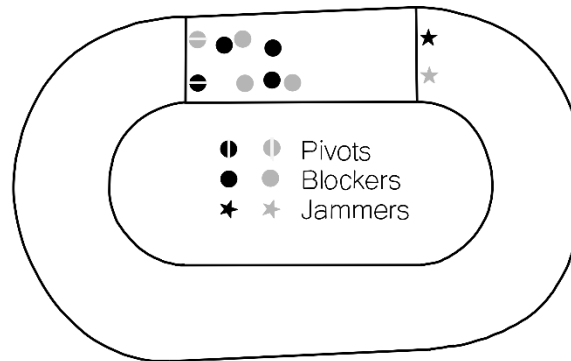
DERBY

CAUTION!

This game is intended for players who have previous physical exercise experience. If you are new to exercising, please be careful as this game may cause injuries.

12+

ROLES AND STARTING LINE-UP.



JAMMER



Score points by lapping opposing team. May transfer her position to the pivot.

PIVOT



A blocker who may be designated as jammer. Acts as a leader of the pack- establishing strategy and game play.

BLOCKER



Helps the team's jammer progress through the pack while trying to stop the opposing jammer.

GENERAL RULES

- Each game lasts 12 minutes, broken into 6 rounds lasting 2 minutes (jams).
- Each team has 5 players: 3 blockers, 1 pivot, and 1 jammer.

THE JAM

- Objective of each jam is to score as many points as possible.
- Points are scored by the jammer lapping the opposing team players. 1 point for each member that the jammer passes after becoming lead jammer.
- The first jammer that clears the pack becomes the lead jammer and can end the jam at any point.
- The other members of the team attempt to prevent the opposing jammer from passing and help their own jammer score points.
 - 1 whistle blow starts the jam.
 - 2 whistle blows ends the jam

CONTROLLERS

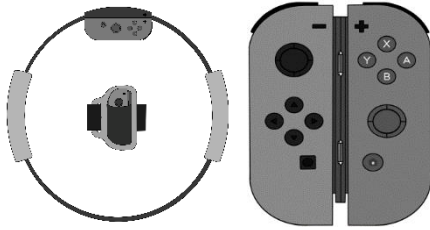


Figure 1: fit controller and switch controller

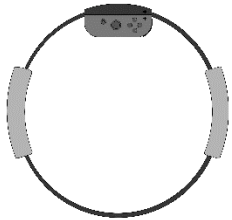


Figure 2: Ring-Con



Figure 3: Leg-Con

The player holds the ring with both hands in front of them.

The player places the leg controller on one of their legs, around the thigh.



Figure 4: setup

MENU NAVIGATION

JOY-CON(R) CONTROLS

Move the cursor: use the control stick on the Joy-Con (R)

Confirm a selection: press the X button.

Cancel a selection: press the A button.

RING-CON CONTROL

Some menu options can be controlled using the Ring-Con.

Move the cursor: Hold the Ring-Con like a steering wheel, then tilt it from side to side or raise it up and down.

Confirm a selection: Hold the Ring-Con by the grips on the sides, then press them inwards (squeeze).

Cancel a selection: Hold the Ring-Con by the grips on the sides, then pull them outwards (stretch).

NAVIGATING THE GAME

This game uses both the fit controller and the switch controller. The switch controller is used for menu navigation and selection. The fit controller is used for in game actions.

To access the leader board: use the Y button.

STARTING THE GAME

The game will open on the role selection page.

The player will then choose which role they would like to play. The player will also have the chance to choose roles between each jam.

PENALTIES

If a player leaves the track, they reappear behind the appropriate line depending on which player they are playing.

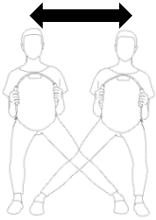
If a player hits a noncontact zone, they will be penalised with a 30 second time out off the track.

If an offense occurs more than 3 times during 1 jam, the player will be penalised with a forfeit of the jam.

STANDARD MOVES FOR ALL ROLES

MOVING FORWARD

This is how the player character will skate along the track.



The player needs to lunge left and right to move their character forward. The speed at which the player lunges will determine how fast the character skates.

STOPPING

This is when the player wants to slow down or come to a complete stop.



The player needs to lunge forward with the Leg-Con in front and stretch the ring.

MAKING A HIT

This is when the player knocks an opposing player to slow them down.



The player needs to squeeze the ring while keeping it vertical. This can only be done when an opponent is within a certain distance.

BLOCKING A HIT

This is when the player will protect themselves from getting hit.



The player needs to stretch the ring and keep it vertical.

GETTING UP FROM A HIT

This is when the player is unable to protect themselves from a hit and is knocked to the ground.



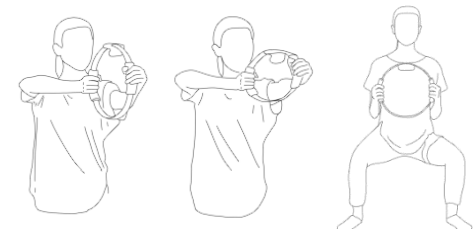
The player needs to raise the ring above their head horizontally.

ROLE SPECIFIC MOVES



WHIP

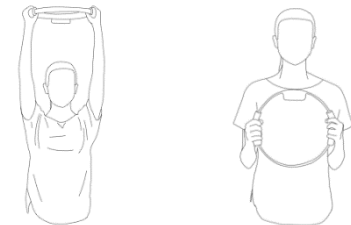
This is when the jammer receives help from other teammates to propel themselves forward with more speed. This move can only be done when a teammate is within a certain distance.



The player needs to stretch out one arm and cross the opposite arm over their chest. To connect hands with the teammate the player needs to stretch the ring. To be propelled forward the player needs to squat.

PASSING THE STAR.

This is when the player passes the star to the pivot player. This is usually done if the pivot is ahead of the jammer or if the jammer has received a penalty and is off the track.



The player needs to raise and lower the ring twice.

ENDING THE JAM

This is when the jammer ends the current jam. This is usually done then the jammer has reached 4 points and the opposing jammer is catching up.



When the player is ready to end the jam, the player must place the ring on their hips horizontally and squeeze.



WHIP RESPONSE

This is when a blocker or pivot respond to the jammers request to be propelled forward.



The player needs to swing their arm back, wait a few seconds and then wing their arm forward.

TRIANGLE BLOCK

This is when 3 teammates join to create a wall to block the opposing team.



The player needs to place the ring on either shoulder and then squeeze.



If the player is playing the pivot role, they have the same moves as a blocker.

However, if the pivot becomes the jammer, the moves will change to those of the jammer.

RECEIVING THE STAR

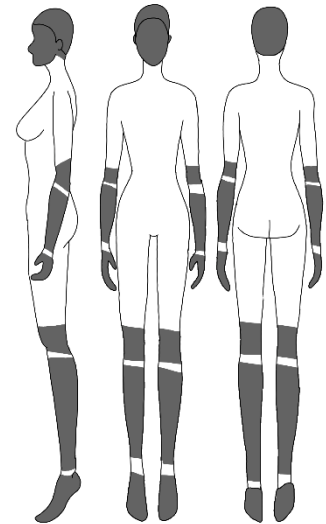
This is then the pivot accepts the roll of the jammer.



The player needs to raise and then lower the ring twice.

ILLEGAL HITTING

No player may use the following body parts to make contact with the opposing players.



No player may make contact with the following body parts of the opposing players.

