

Stoneball

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I. About

Stoneball is two player game.

It is intended for ages 7+.

Game lasts about 15-30 minutes.

In the game of Stoneball there are two Rock tribes, Marble and Granite. The Marble tribe pieces are white and the Granite tribe pieces are black. Both tribes are playing the game of Stoneball, where they need to make a touchdown to win. This is a game for the toughest Rocks only! Both sides put in their toughest, meanest, fastest and most tactical tribe members to play for their side. You, as a player, take charge of one tribe and try to help them rock it out and win their match!

II. Game contents

Game consists of 5 White pieces - Marble tribe players, 5 Black pieces - Granite tribe players, one neutral red Ball piece and a board.

III. Board and zones

The board consists of 63 fields (circles on board).

These fields form three different zones* - Game Zone (green rectangle), Out of Play Zone (red rectangles) and Touchdown Zone (blue rectangles).

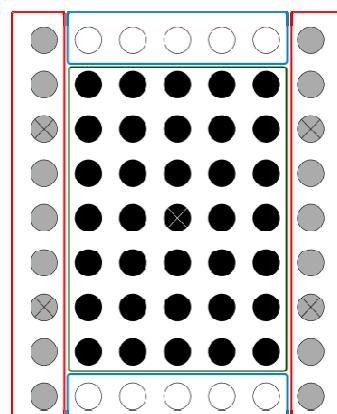
*see the board and zones picture to the right.

Game Zone consists of 35 black fields, 7 rows x 5 columns.

Out of Play Zone consists of 18 gray fields, 9 on the left and 9 on the right side of the board.

Touchdown Zone consists of 5 white fields on each side of the board.

Each player has to reach Touchdown Zone on opposite side of the board to score Touchdown (more about Touchdown in rules below).



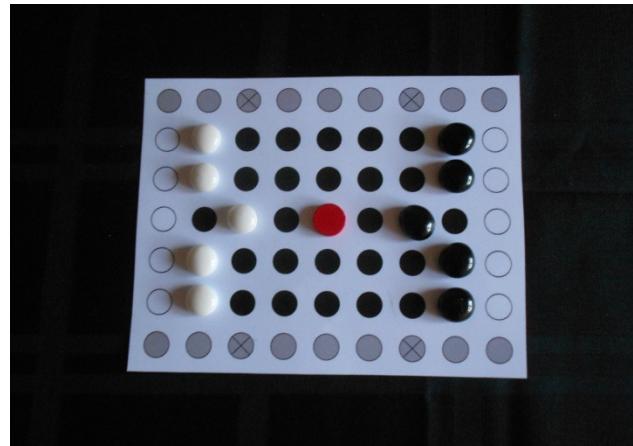
board and zones

IV. Game setup and turn order

At the beginning of the game both player pieces are placed as shown below (*see starting position*). Ball piece is placed on black field with white "X" on it. Players agree on which side they'll play (Marble or Granite) or chose their side at random. Game is ready to start.

In game of Stoneball each player take their turn simultaneously (much like in games like Chess and Go) starting with the player that controls White pieces.

On each of their turns each player move one of their pieces (*see Movement section below*). At the end of the turn, player than move all of the "returning to play" pieces (*see below*).



starting position

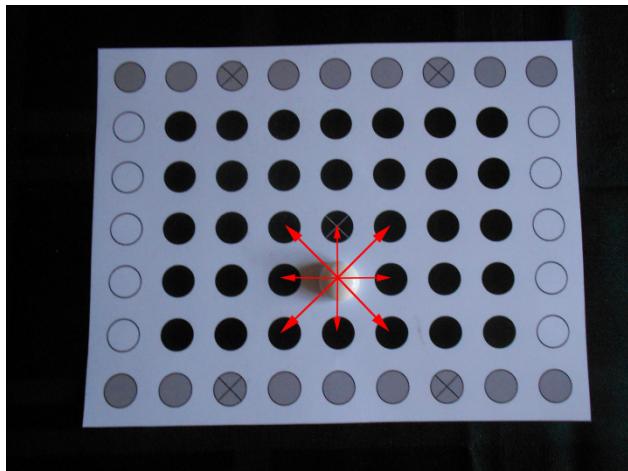
V. Movement

1. Basic movement

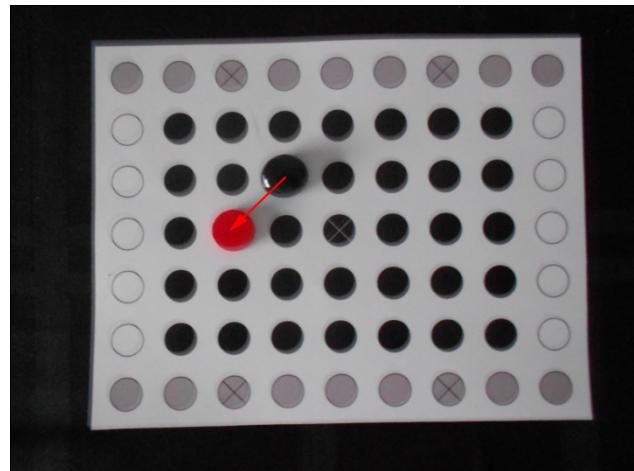
One space movement actions: Normal move, Take the Ball and Move piece with the Ball.

Normal move - you can move your piece one space in all eight directions (*see picture 1*).

Take the Ball - you can move your piece on the Ball piece. That piece is considered the piece with the Ball (*see picture 2*).

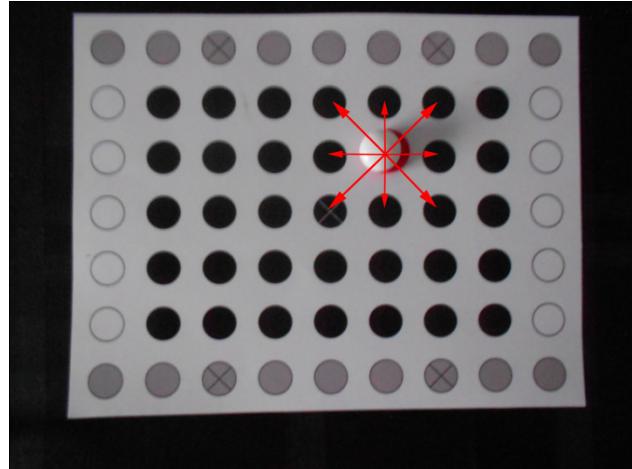


picture 1



picture 2

Move piece with the Ball - you can move piece with the Ball one space in all eight directions, much like any other piece (*see picture 3*).

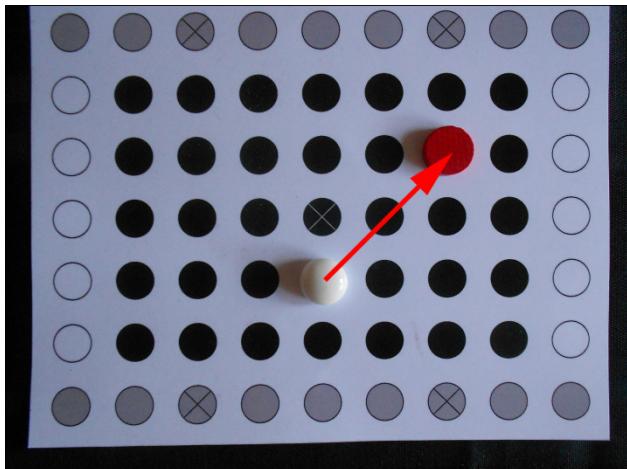


picture 3

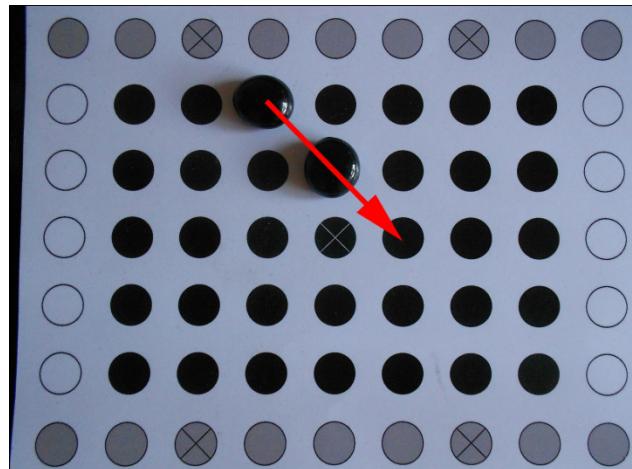
Two space movement actions: Chase the Ball, Skip your piece and Ram opponent's piece.

Chase the Ball - when you have your piece two spaces from the Ball piece In Line you may move your piece two spaces and put it on the Ball piece. That piece is considered piece with the Ball (*see picture 4*).

Skip your piece - when you have two pieces one beside the other and there is unoccupied field In Line of skipping you may than move one of your pieces "over" your other piece on unoccupied field, effectively moving your piece two spaces (*see picture 5*). You can't skip opponent's piece.



picture 4

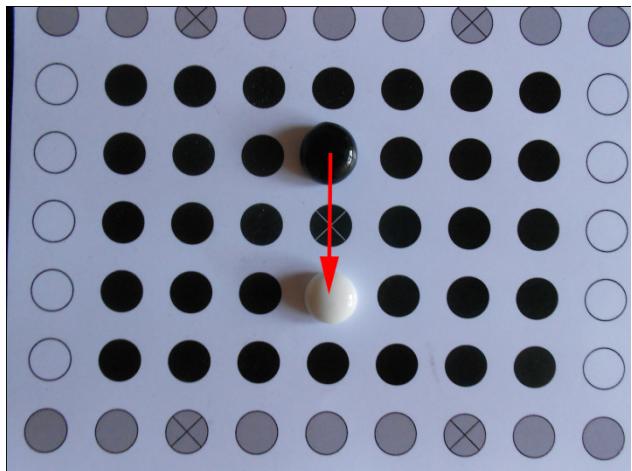


picture 5

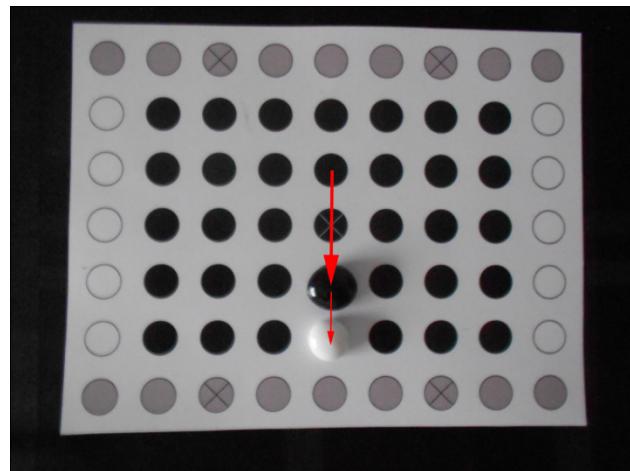
Ram opponent's piece - when there is opponent's piece two spaces from your piece In Line you may than move your piece to opponent's piece, moving the opponent's rammed piece one* space in opposite direction from which it was rammed (see pictures 6a & 6b). Ramming piece is placed on the field that rammed piece was on originally. If you ram piece with the Ball, Ball token stays on same field, and you put your piece on it (see picture 6c). Your piece is considered piece with the Ball. You can ram opponent's piece while skipping your piece (see picture 6e). Rammed piece may be moved to Out of Play Zone (see picture 6d). You can't ram your piece.

(see Advanced movement concepts section for special ram rule).

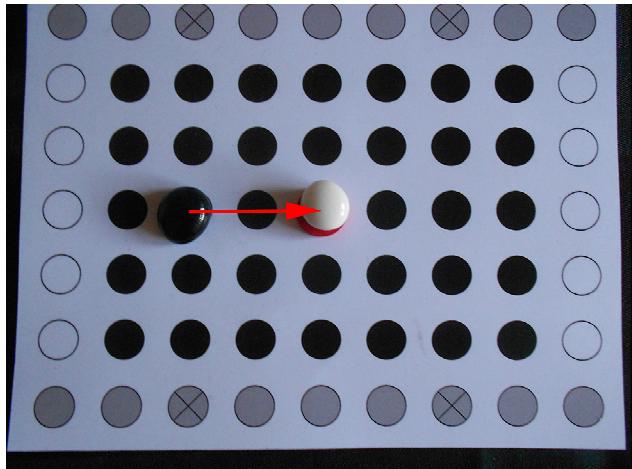
*it may be more than one space in some cases, see advanced movement concepts section



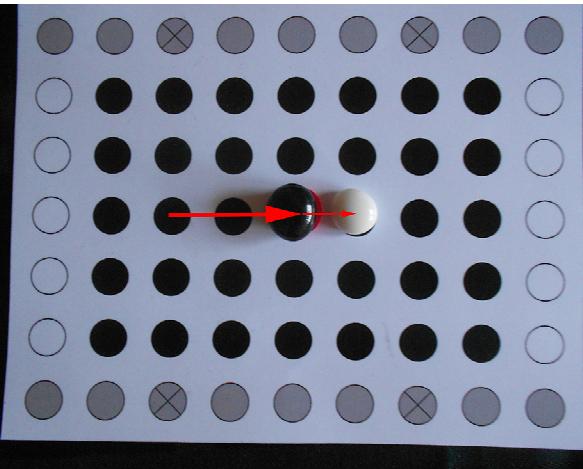
picture 6a

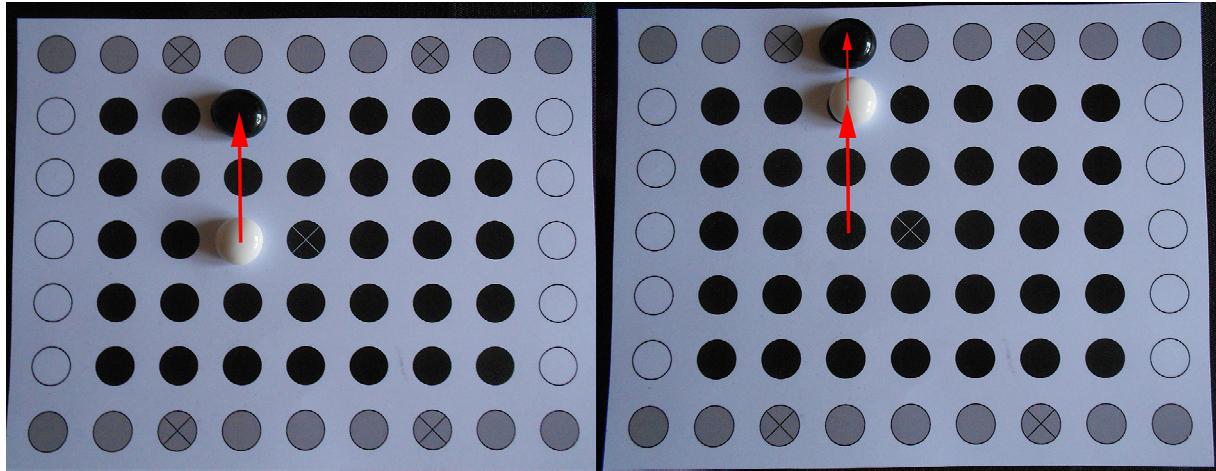


picture 6b

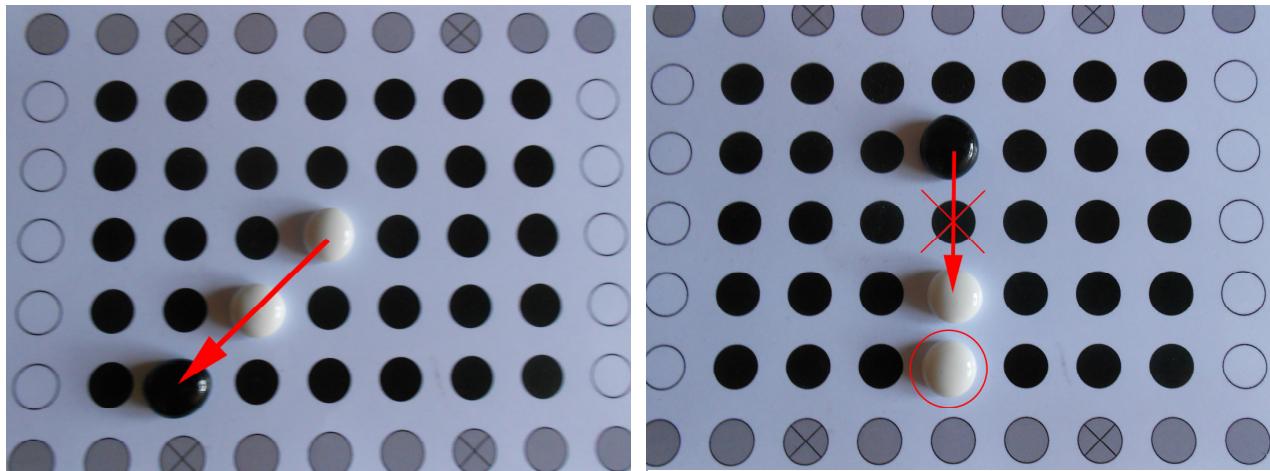


picture 6c





picture 6d



picture 6e

picture 7

If you have your piece behind and In Line of your would-be rammed piece, your piece is considered 'protected' and it can't be rammed (*see picture 7*).

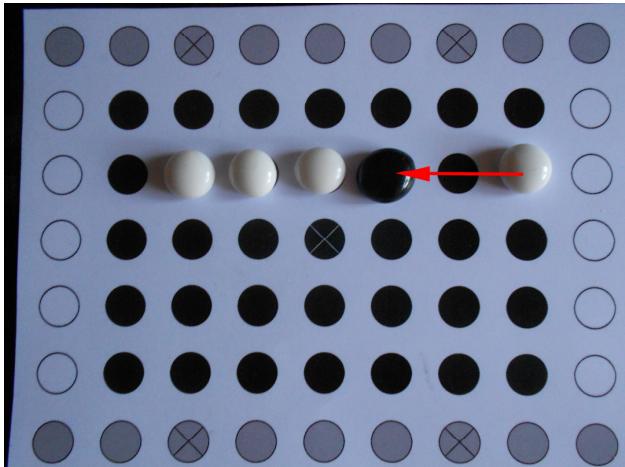
Ways to take the Ball recap: Take the Ball (one field), Chase the Ball (two fields) or Ram the opposite players piece with the Ball (*see Ram opponent's piece and Special ram action*).

Forbidden movement:

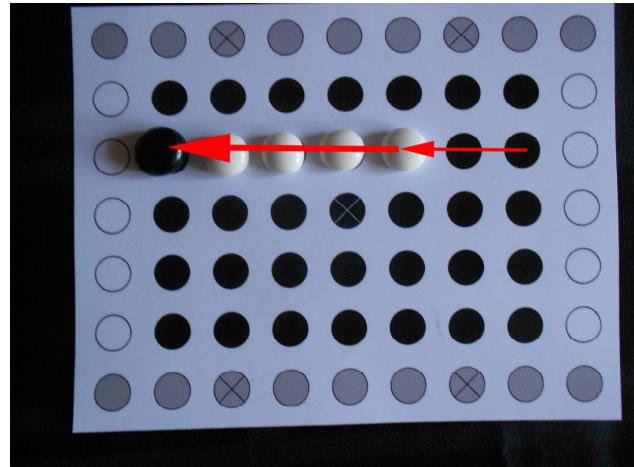
On your turn you can't move your piece in any other zone than Game Zone. Exception to this rule is Touchdown.

2. Advanced movement concepts

If enemy rammes your piece and if he has one or more pieces behind your piece In Line he moves your piece not one space backward, but it is moved all the way backward behind his last piece In Line (see pictures 8a & 8b).



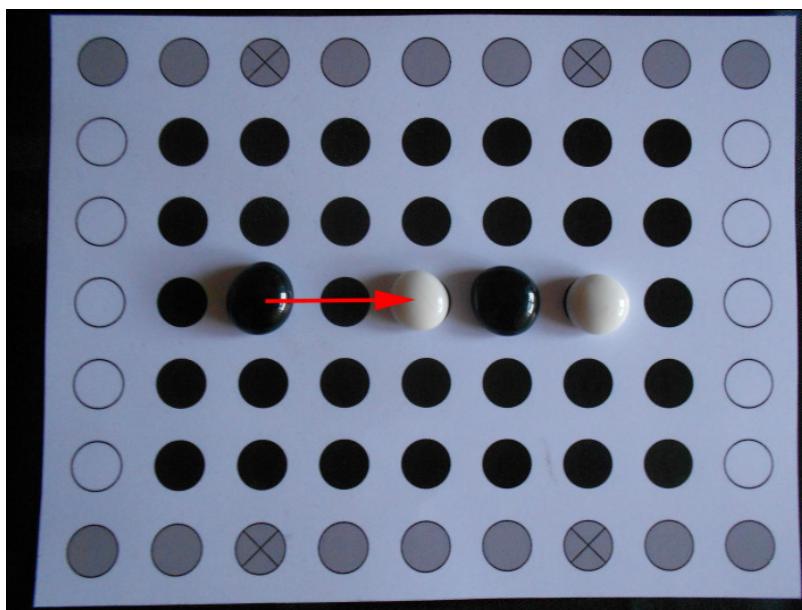
picture 8a



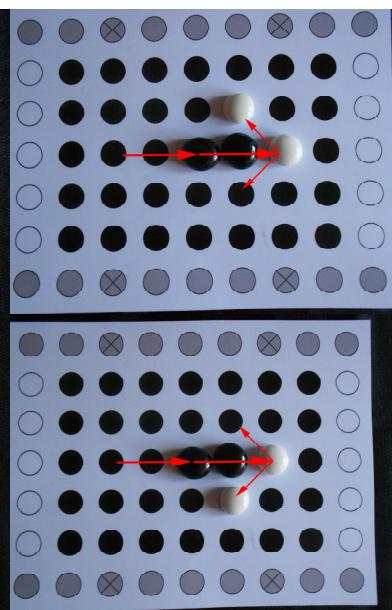
picture 8b

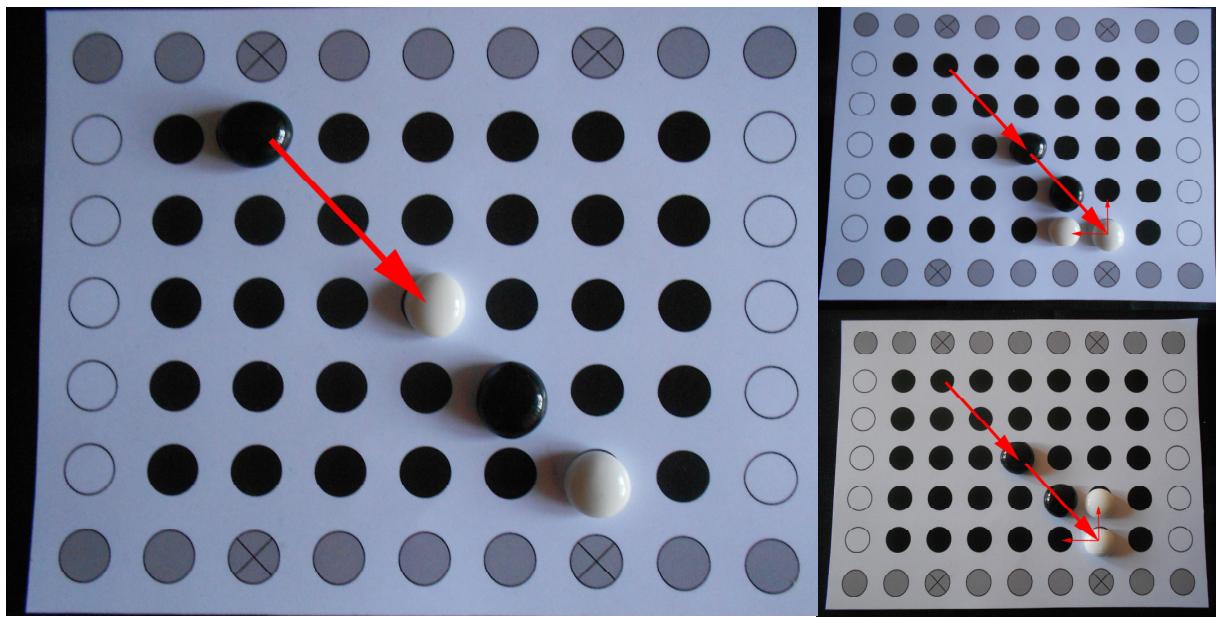
If enemy rammes your piece and if he has one or more pieces behind your piece In Line, but than your piece is also In Line, you choose one of the two unoccupied diagonal fields from your piece In Line towards initial placement of your rammed piece to place your rammed piece (see pictures 9a & 9b).

If that two fields are occupied, than you may choose one of next two unoccupied fields closest towards initial placement of your rammed piece, if those are occupied as well, you may choose one of the rest of the fields next to your piece even if that field is not in Game Zone (see picture 9c). If that field is not in the Game Zone, place your piece on either of two gray circles marked with X on your half of the map, and that piece is considered "returning to play" from next turn.

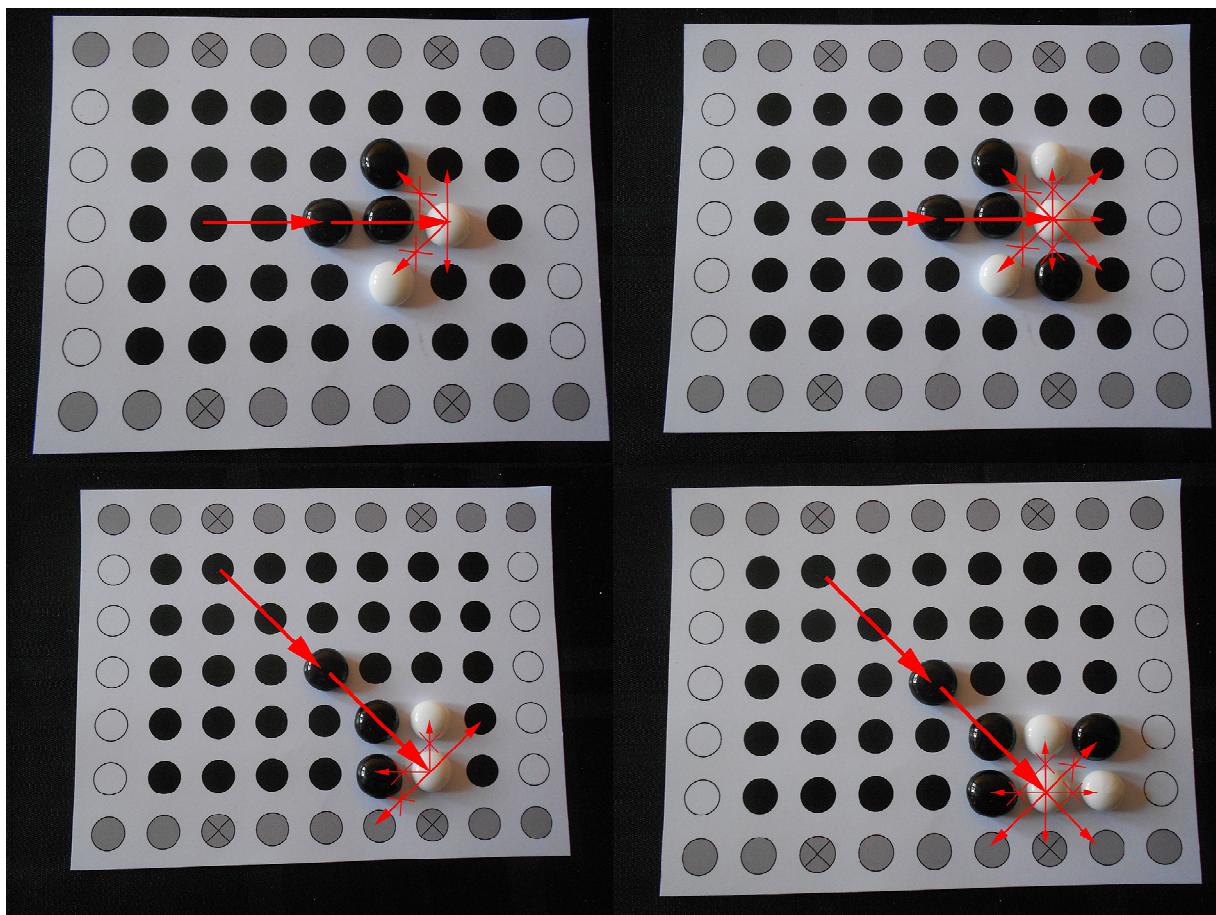


picture 9a





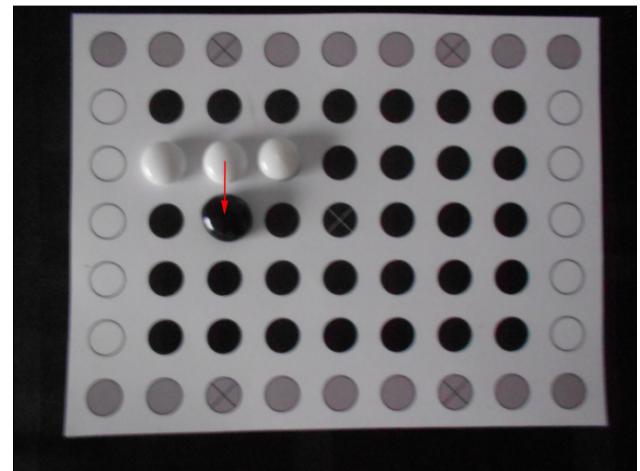
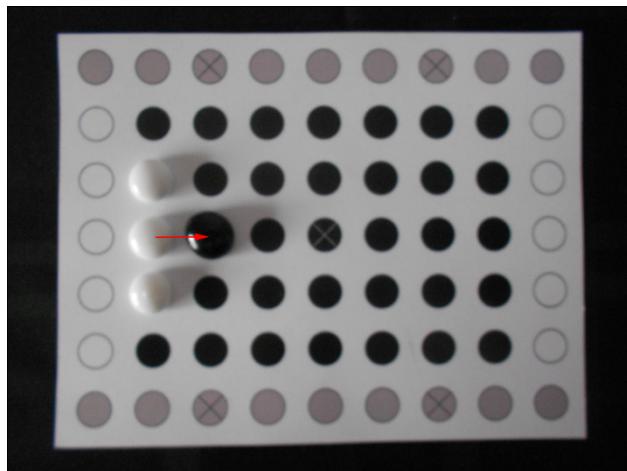
picture 9b



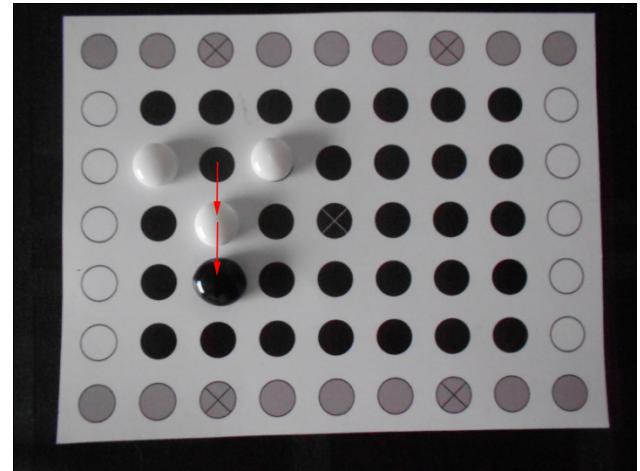
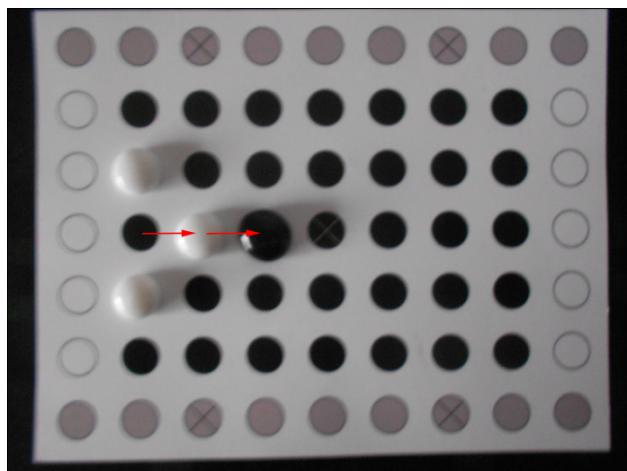
picture 9c

Special ram action - when you have three players in horizontal or vertical line your middle player may perform special ram action on opponent's piece one space away of it, moving the opponent's rammed piece one* space in opposite direction from which it was rammed (see pictures 10a & 10b). If you ram piece with the Ball, Ball token stays on same field, and you put your piece on it. Your piece is considered piece with the Ball. Rammed piece may be moved to Out of Play Zone. You can't ram your piece.

*it may be more than one space in some cases, see advanced movement concepts above



picture 10a

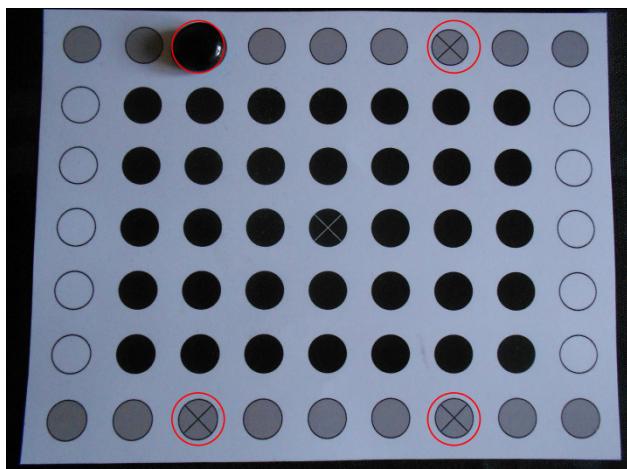


picture 10b

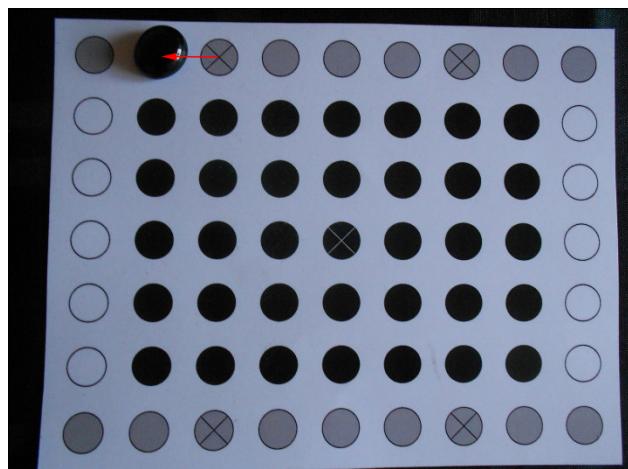
Returning to play:

If your piece is moved to Out of Play Zone it is put on one of the two "X" marked gray fields on your half of the map (*see picture 11a*). After each turn you put all pieces returning to play in on one gray field closer to you (*see pictures 11b & 11c*). When there are no more gray fields you place it on any unoccupied space in your first row, that is row located in front of your Touchdown zone (*see picture 11d*). You can move that piece as normal from following turn.

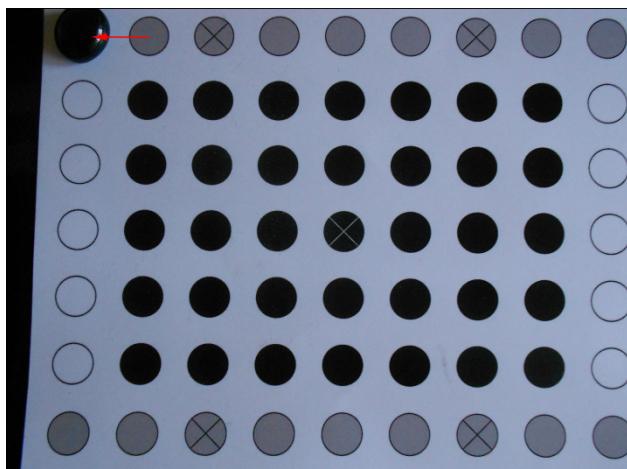
In case that there are no available unoccupied fields in your first row, your piece remains in Out of Play Zone until at end of your turn there is at least one unoccupied field in your first row for your piece to move to.



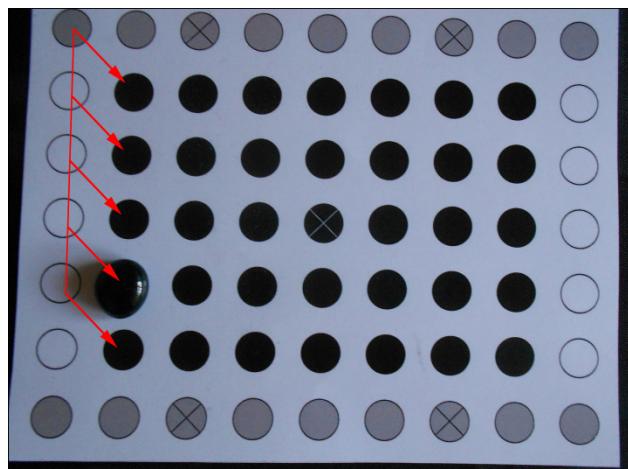
picture 11a



picture 11b



picture 11c



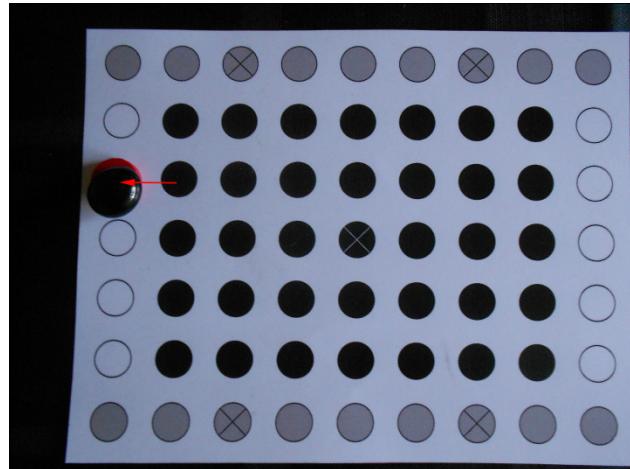
picture 11d

Attacking and defending player:

When one player has possession of the Ball (he controls the piece with the Ball) he is considered the Attacking player and other player is defending player. Attacking player pieces can't move or ram backwards, with the exception of piece with the Ball that can move in all directions.

VI. Goal of the game

When you score Touchdown you won the game and your tribe rocked it! :)
You score a Touchdown when one of your pieces with the Ball moves into opponent's Touchdown Zone (*see picture 12*).



picture 12

VII. Appendix: Glossary

Attacking player - Player who controls piece with the Ball is considered Attacking player. Attacking player pieces can't move or ram backwards, with the exception of piece with the Ball that can move in all directions.

Ball - Neutral red token is the Ball. Ball is moved when you have piece on it (piece with the Ball).

Black pieces (Granite tribe) - Five pieces of black color, controlled by a player, representing five players of Granite tribe.

Board - Area on which game is played that consists of 63 fields.

Chase the Ball - when you have your piece two spaces from the Ball piece In Line you may move your piece two spaces and put it on the Ball piece.

Defending player - Player who doesn't control piece with the Ball is considered Defending player.

Fields - Black, gray and white circles on board are considered fields.

Forbidden movement - On your turn you can't move your piece in any other zone than Game Zone with the exception of Touchdown.

Game Zone - Game Zone consists of 35 black fields, 7 rows x 5 columns.

In Line - In Line is straight line of fields, either diagonal, horizontal or vertical.

Movement - Movement is considered any legal movement of your piece in Game Zone.

Move piece with the Ball - If you have piece with the Ball and you move it one space in one of eight directions it is considered moving piece with the Ball. Ball piece is also moved with your piece to that field.

Normal move - Normal move is considered when you move your piece one space in one of eight directions.

Out of Play Zone - Out of Play Zone consists of 18 gray fields, 9 on the left and 9 on the right side of the board. Four of those gray fields have black "X" marks on them, two of each on one players side of the board, used for placement of their pieces returning to play as they are moved to Out of Play Zone. Piece is moved in Out of Game Zone after being rammed out of the Game Zone.

Piece - Either white or black player token or ball token.

Piece with the Ball - Piece with the Ball is the piece that is placed on the Ball token. Player who controls piece with the Ball moves both piece and ball at the same time.

Protected (piece) - If you have your piece In Line, behind piece that would-be rammed, your piece is 'protected' and it can't be rammed.

Ramming - You can ram opponent's piece either by "ram opponent's piece" or "special ram action". In both cases you move your piece on field where rammed piece was and you put rammed piece one (or in some cases more than one) space in opposite direction from which it was rammed.

Returning to play - Any piece in Out of Play Zone is considered "returning to play". After a players has moved one of his pieces, he than moves all of his "returning to play" pieces one field closer to him. After they reach last gray field, they are put into Game Zone on your first row (see "*Returning to play*" rules in chapter V. Movement, sub-chapter 2. Advanced movement concepts).

Skip your piece - when you have two pieces one beside the other you may than move one of your pieces "over" your other piece on unoccupied field In Line.

Starting position - Starting position is considered initial placement of each player pieces and Ball piece on board.

Take the Ball - If you move your piece on the Ball with the normal move, you took the Ball.

Touchdown - Piece with the Ball must move to Touchdown zone to score a Touchdown. When a player scores a Touchdown, he wins the game.

Touchdown zone - Touchdown Zone consists of 5 white fields on each side of the board. Each player has to reach Touchdown Zone on opposite side of the board to score Touchdown.

Turn - Turn is consisted of one move of your piece in Game Zone and than moving all your returning to play pieces.

White pieces (Marble tribe) - Five pieces of white color, controlled by a player, representing five players of Marble tribe.