



## COMPLETE LIST O' GAMES



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# Node Ball

## Rules

The playing field is a standard go board. Each player has a 4x4 area on their side of the board called the Goal. Each player's team is comprised of six pieces, each with unique types of movement. The pieces are arranged as noted in Fig. 1. (R for Rooks, B for Bishops, K for King and Q for Queen.) In the center line between each player are three specially marked "balls."

## COMMENTARY

After working out the bumping mechanics in Selva, it seemed a perfect mechanic for making another, more sports-like board game. This is a pretty easy system to pick up, but the fact that you can move two pieces at a time and the foresight required for bumping, make it a fun tactical challenge.

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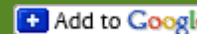
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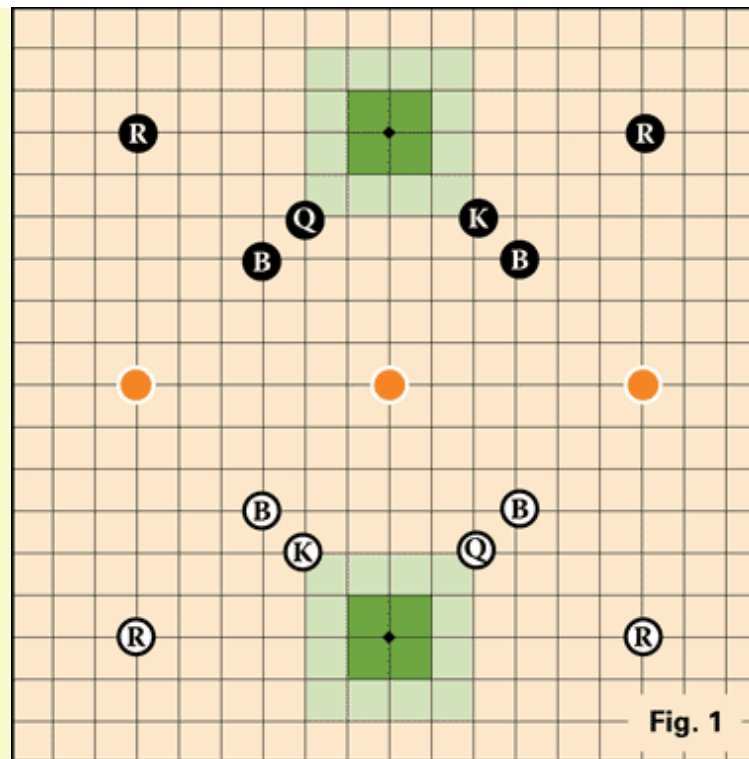


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On your turn, you can move two of your pieces. All the playing pieces move from intersection to intersection.

("intersection" is a pain to write over and over again, so intersections will be referred to as "nodes" throughout the rest of this writeup.)

**Rook** - Moves any distance vertically or horizontally.

**Bishop** - Moves any distance diagonally.

**Queen** - Moves any distance vertically, horizontally, or diagonally.

**King** - Moves one node at a time. Must stay within his own goal. Cannot move across goal's center node. If a ball hits the

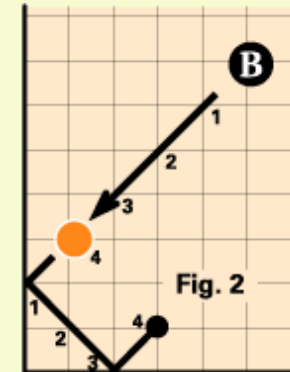
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king, the king is treated as if it were a vertical or horizontal wall.

Balls are moved around the board by having your pieces bump into them. A "bump" occurs when one of your pieces hits a ball in its path and occupies its node. This causes the ball to move in the same direction the bumper was moving. The ball travels the same distance as the bumper. (Fig. 2) Balls cannot control where they stop. The ball's movement may be stopped if there is another piece, another ball or if it passes through a goal. If a ball hits the wall vertically or horizontally, it bounces back in the opposite direction. If the ball hits the wall diagonally, it is bounced back at a 90° angle. Balls cannot be bumped by

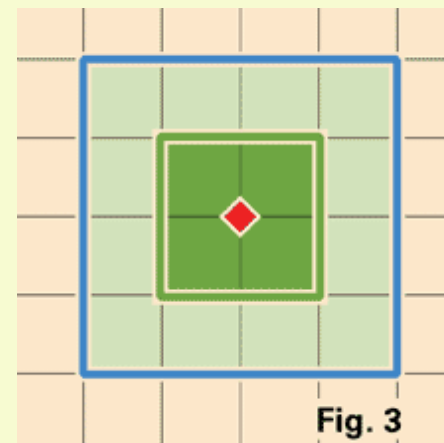


adjacent pieces nor can they be bumped if there is an adjacent piece in the same direction that the ball would move. (Skillful blocking can be used as an effective strategy if you don't want the ball to be bounced in a particular direction.)

The object of the game is to use your pieces to knock the balls as close to the center of your opponent's goal area as possible. Greater accuracy earns more points. If you make a ball pass through the blue line noted in Fig. 3, you earn **one point**. If it passes through the green line, you earn **three points**. If you make a ball actually land on the blue line, you earn **five points**. If you make it land on the green line, you earn **seven points**.

Finally, if you make the ball pass through OR land on the center node of the goal, marked with a red diamond in Fig. 3, you earn **nine points**. In case you make the ball pass through multiple lines, the scores are not cumulative, you only earn points for the highest-value line.

After a ball has scored, it is removed from the game. Whoever has the most points after all balls have scored, wins.



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