

BALON PRISIONERO

2 PLAYERS 20 MIN AGE +8

Grab the ball, choose your target and throw the ball as hard and fast as you can! You have to eliminate or... be eliminated!!

CONTENTS



40 x Player cards



2 x Action
Reference cards



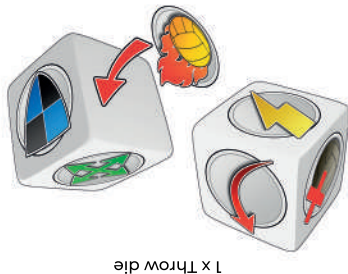
30 x Action cards



2 x Hit dice
(black and white)



1 x Ball
(Thrower marker)



1 x Throw die

Figure 1: Throw die setup. A different sticker on each side

Each coach places their team in two rows of 5 Player cards each, by their **active side** (colour side). The two teams must be confronted. Finally, each coach draws an Action Reference card and the Action deck of card of their corresponding team (Local or Visiting). They shuffle their decks and put them aside to their reach.

THE COURT

Each coach must choose one of the Hit dice and roll it. The one who gets a higher number chooses one of the four teams of the game (easy to identify by logos and colours) to be the **Local Team**. The other coach chooses one of the three remaining teams to be the **Visiting Team**. In case of a tie, repeat the roll.

CHOOSING A TEAM

Note: From now on, you will be the coach of one of the teams, with a total of ten players.

GAME SETUP

It is a team sport in which players must eliminate their opponents by hitting them with a ball. The winner is the team that eliminates first 6 of the 10 players of the opposing team.

This board game recreates this renowned and fun sport by using a customized die. This die will be rolled on the Player cards to try to eliminate them and to be victorious!

WHAT'S DODGEBALL?

Everything is ready to start the competition!

Throw die.

The Local coach will take the initiative and will play as the Thrower. So, they also draw the Ball marker and the

The coaches draw 3 cards from their Action deck of card.

START OF THE GAME

Figure 2: Initial setup



An exhausted player cannot be chosen by their coach to throw the ball.



The coach with the initiative chooses one of their active players and places the Ball on the chosen card. Then, they roll the Throw die as it was a ball to get it falls on one of the opposing Player cards.

If the Throw die falls on any card, even if it slightly touches it, it means there is a chance of hitting that player. And so, the game continues with the Hit Phase.

On the contrary, if the die doesn't fall on any Player card, it will be a missed throw and the opposing coach takes the initiative.

The player who had the Ball will change from active to exhausted. Turn around its card and place it by its muted colour side.

A) Thrower

THROW PHASE

GAME TURN

When a coach only has exhausted players at the beginning of their Throw Phase, they must turn all their Player cards around to reactivate them in order to play them.

Note: The roll of the Throw die is only valid if it starts in your court area and it finishes in the opposing one.

B) Type of Throw

The Throw die is a customized die with 6 different sides. Each side shows the type of throw a player has performed:



Fastball Throw: You may choose to reroll the die, no matter if it fell on any Player card.



Defensive Throw: The result of your die during the Hit Phase is modified by -1. The result of your Hit roll can never be lower than 1.



Aim Throw: If the Throw die falls on an opposing Player card, you may choose to change the player with a chance of being hit for one of the adjoining players.



Figure 3: Aim Throw



Artist and year

Card code

have

values that player may

Ball with the success

Name of the player

captain).

or gold ball, or a star for

(it may be a bronze, silver

Level of the player symbol

of the card).

by the coloured background

belongs to (also indicated

Team logo the player

top to bottom):

All the information about the players of each team can be found in their own Player cards. A card shows (from

A) Players Description

HIT PHASE



Failed Throw: The throw has failed and there is no chance of hitting, no matter if the die has fallen on any Player card.



Fireball Throw: You perform your best throw and you automatically eliminate the opposing player, no need to continue with the Hit Phase.



Spin Throw: The result of your die during the Hit Phase is modified by +1. The result of your Hit roll can never be higher than 6.

B) Hit Resolution

During the Hit Phase, the two coaches will roll their Hit die at the same time. A throw may eliminate a player depending on the **success values** of the players involved. So, depending on the result of the dices, different scenarios may take place:

Scenario 1: The Thrower gets a success value, but the Defender doesn't. In this case, the Defender (the player with the Throw die on it) is eliminated and their coach must place them on the Elimination area (behind the second row of players of the opposing team in any position that is free of the 5 possible).



Figure 5: Example of scenario 1

Scenario 2: The Thrower doesn't get a success value, but the Defender does. This means the Defender catches the ball and so the Thrower is eliminated (their card must be placed on the Elimination area).

- Eliminated players are always placed on their active side.
 - The Thrower always ends their turn exhausted (the card is turn around) unless they have been eliminated.
- applied:

In any case, the following rules must be always and the turn of the Thrower ends.

Scenario 4: Both players don't get a success value on their corresponding rolls. No player is eliminated

In case of a tie, no player is eliminated and the turn of the Thrower ends.

Scenario 3: Both players get a success value on their corresponding rolls. The winner will be the player with the highest value. So, the scenario 1 or 2 (previously explained) will take place.

Note: When a Defender eliminates a Thrower, they will be immediately the Thrower of their team in the next Throw Phase as they got the ball. If the Defender is exhausted, any active teammate will get the Ball.

Figure 6. Example of scenario 2



SALVATION THROWS

The coach of a Thrower may choose to **roll the die on any of their players on the Elimination area** instead of choosing an opposing player. When this happens, the eliminated player has the opportunity to save themselves. In order to do so, that eliminated player must perform a **Hit roll on the closest opposing player**, following the rules explained in the Hit Resolution section.

If the Thrower gets to eliminate the Defender, **they will come back exhausted** to any place on the court area where their teammates are. Meanwhile, the Defender will be placed on the Elimination area.

Obviously, if the Thrower doesn't eliminate the opposing player, they cannot get out of the Elimination area and so the opposing player will take the initiative.



Figure 7: Example of Salvation Throw

ACTION CARDS

Each coach has a deck of **15 cards**. The decks of the Local and Visiting Teams have the same cards. Therefore, when a coach plays a card, their opponent will know they don't have the possibility to play it again soon.

Each coach starts the game

with 3 Action cards in hand and they may play any number of these cards, as long as they are in hand. Likewise, they may also choose to discard any card in order to try to get better Action cards according to the current situation of the game. However, the hand can be only replenished to a **maximum**

of 3 cards at the end of the turn (after the Hit Phase).

There are 2 types of Action cards: **orange** and **pink**. A coach may play cards anytime during their turn or their opponent's. However, **orange cards** can be only played during the **Throw Phase** and **pink cards** can be only played during the **Hit Phase**. Also, each card has an explanation with their action.

Also, coaches must know which players participate when using the action cards, since the **level icon** (captain's star, golden, silver or bronze ball) of the launcher who can use it is indicated on the action card. Otherwise he could not use the action card.

The cards played by the coaches must be placed on a discard pile next to their drawing deck. If coaches play all their cards before the confrontation ends, they will have to continue playing **without cards** as they cannot be replayed.

END OF THE GAME

The game ends when a coach cannot place a player on the Elimination area because it is already full; that is, the sixth player is eliminated. In this case, that coach loses the competition and the opposing team is the winner!

TEAMS DESCRIPTION

Nisiko School (Japan – Asia) “NSK”



The most remarkable dodgeball players from the Asian continent are awarded with a grant to be part of the fearsome Japanese team. Currently, they are the team to beat by the other teams.

Technical School (Spain – CE) “NIC”

With only Spanish and Latin American players, Dodgeball Champion League and they have more and more followers that think they will be the next champions.



Baviera College (Germany – CE) “BAV”



The most honoured team from the Old Continent. In fact, everybody say it: “Dodgeball is a 10 against 10 sport and Baviera College always wins.”

Mega Sport Center (USA) “MEGA”



Americans have hope for an elite sport center with the highest technology and where you can find several of the best dodgeball players of the world.

**CREDITS**

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