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TANKBALL

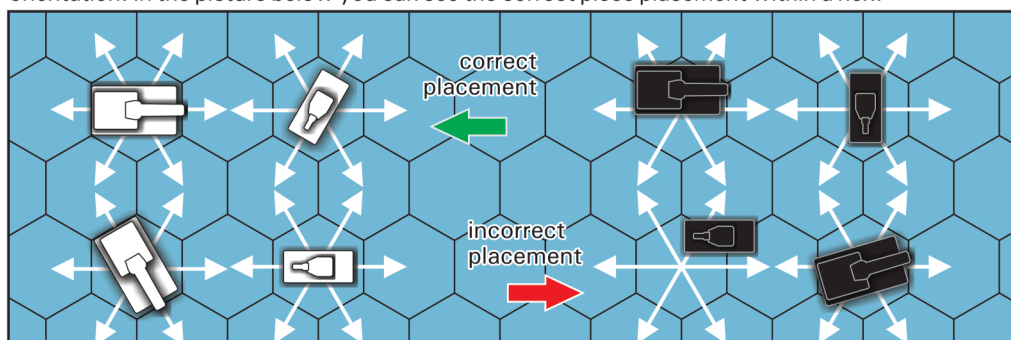
BOARD GAME FOR TWO PLAYERS

RULES AND INSTRUCTIONS

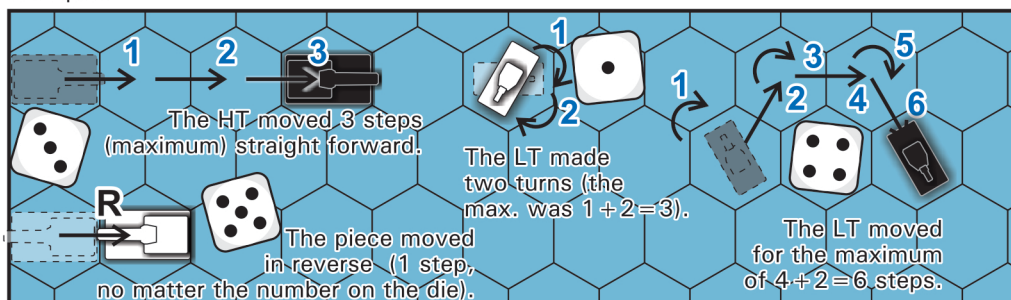
The box contains: a board, 4 white and 4 black **tank pieces**, one **ball** piece, 3 dice (2 black and 1 red). The board represents a **field** that's divided into **hexes**. On each of the opposing sides of the field there are two white hexes that represent **goalposts** and between them there are some lightly colored squares that mark the **goal**. Looking from any of the goals, on the left and the right sides of the field there are dotted lines that represent **sidelines**, while the hexes on the outer sides of the lines are colored in a darker shade. Those hexes have special magnetic properties (more on that later) and we'll refer to them as **magnetic hexes**. At the center of the field, there are the **central hex** and the **central circle**. Every player controls four pieces: two **heavy (HT)** and two **light tanks (LT)**. The tanks interact with the ball in order to **push** it or **kick** it into the opponent's goal.

PIECE SETUP AND MOVEMENT

Every tank piece must be placed in the middle of a hex while keeping in mind their orientation. In the picture below you can see the correct piece placement within a hex:

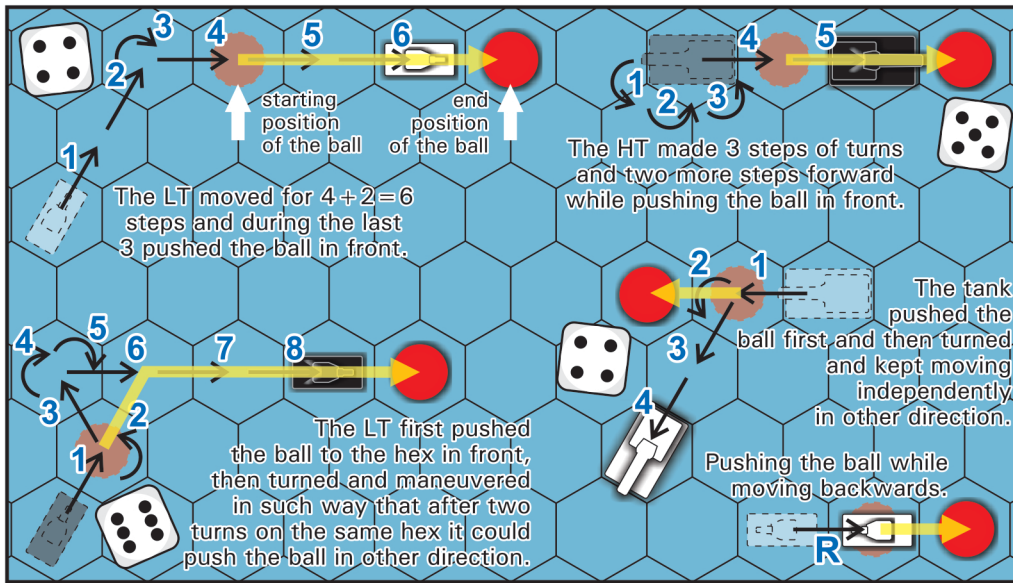


Movement is performed by executing a sequence of steps. Moving to the hex directly in front or directly behind a piece as well as rotating by 60° within a hex all count as one step. The number of steps in each movement is determined by the numbers rolled on the black dice. When moving forward, the maximum number of steps for the HTs in one movement is equal to the number rolled on the black dice, while for the LTs, the maximum number of steps is the number rolled + 2. On the other hand, movement in reverse is severely limited, as the movement sequence can consist of just one step backwards, to the hex directly behind the piece, no turning allowed. Here are some examples:



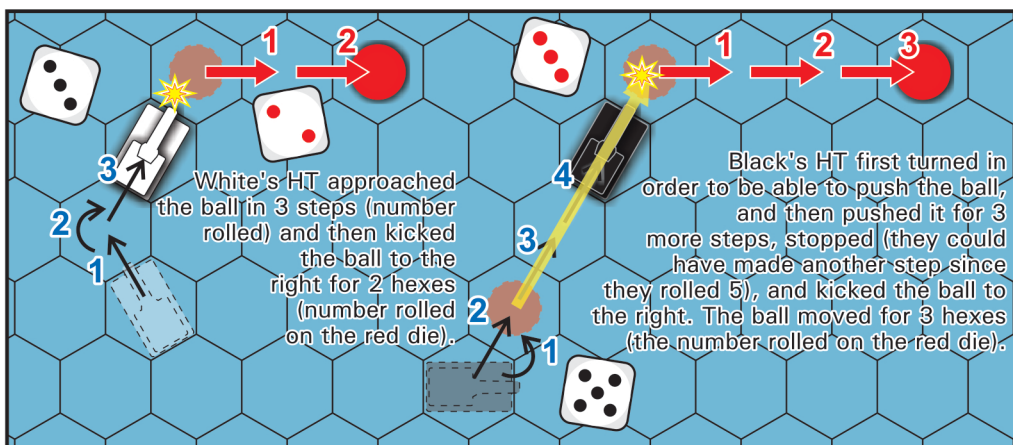
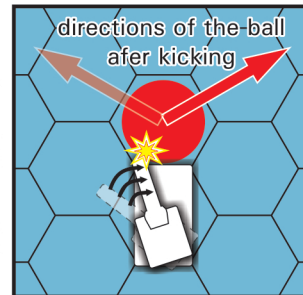
PUSHING THE BALL

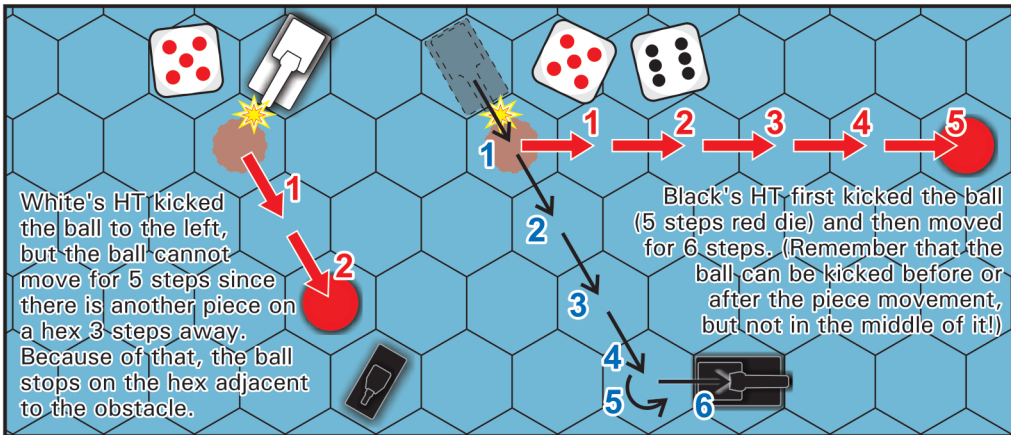
While moving, the tank pieces can push the ball piece: the ball can be pushed only to the hex immediately in front. Therefore, in order to change the direction of pushing, the tank piece must maneuver around it to approach the ball from a different angle. The ball can also be pushed while moving in reverse. Here are some examples:



KICKING THE BALL

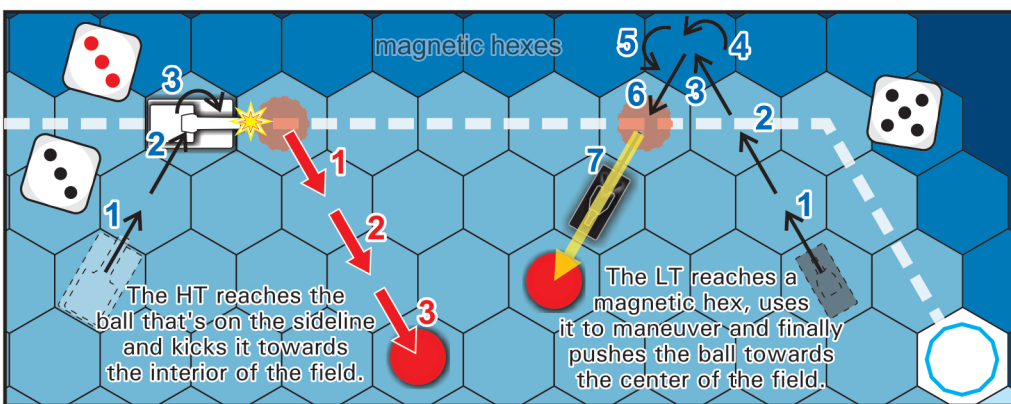
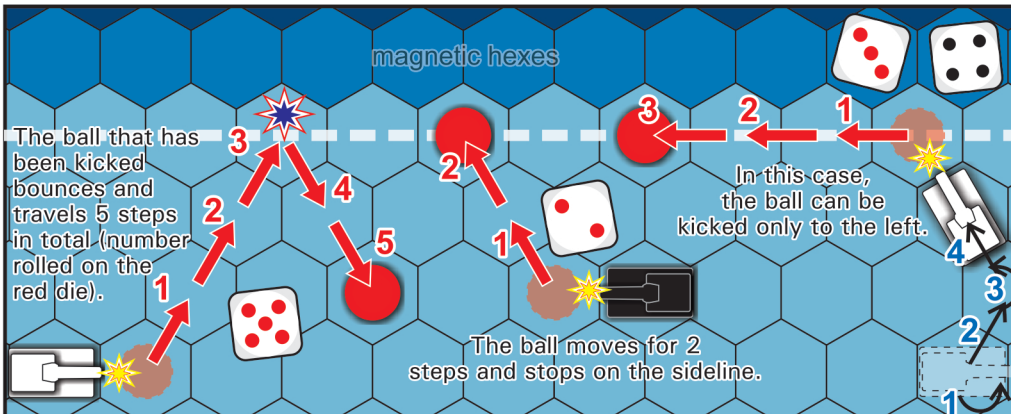
Firstly, the kicking action can only be performed by the Hts before or after the movement sequence (not in the middle). By moving the turret, the gun can hit the ball that is on the hex immediately in front. The ball then moves for the exact number of squares as rolled on the red die. The ball always travels straight, in directions that are at 60° to the direction in which the gun is pointed. If the ball during its movement reaches another piece (of any team), it stops on the last empty hex. Here are the examples:





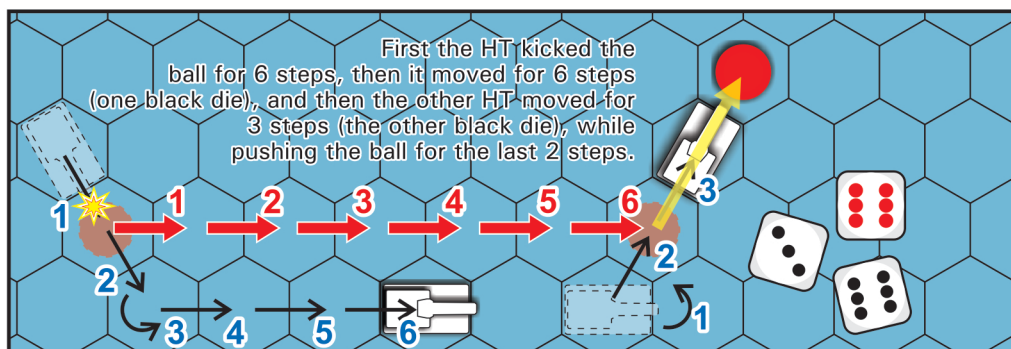
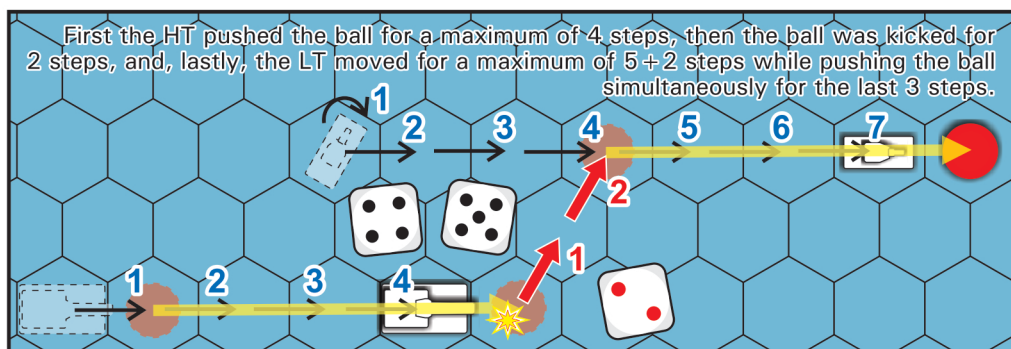
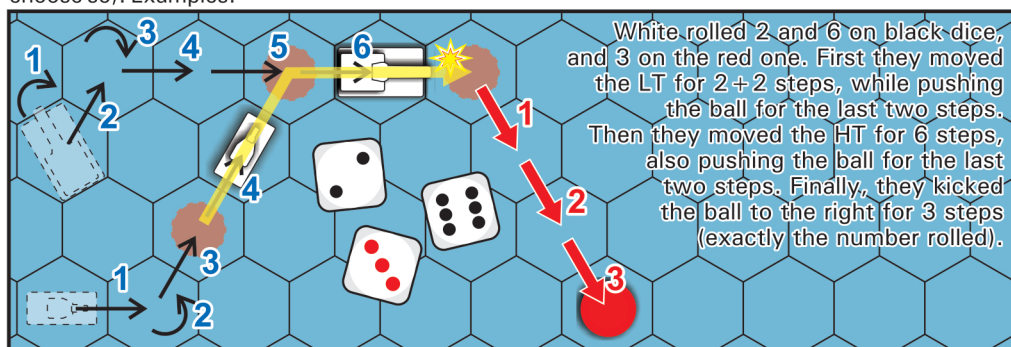
MAGNETIC HEXES

The metallic ball with magnetic properties cannot reach the magnetic hexes because they are of the same polarity and thus repel. If kicked towards them, the ball bounces back into the field. The total number of the steps the ball travels in that scenario is again equal to the number on the red die. The directions in which the ball bounces off the magnetic hexes (as well as of goalposts) are marked with dotted arrows. The ball can also be pushed and it can stop on a hex immediately adjacent to the magnetic ones (along the sideline). The tanks, however, can move freely along the sideline or through the magnetic hexes. Examples:



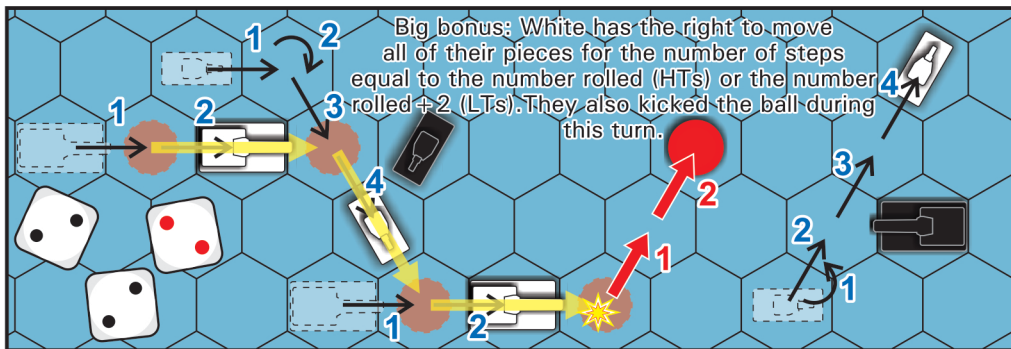
TURN SEQUENCE

During a game, players take turns one after another. During a turn, a player first rolls all 3 dice. Numbers rolled on black dice show the number of steps any two of the player's pieces can move (the player chooses freely which two pieces). The red die indicates the length of the ball movement after the kick if its trajectory isn't obstructed. The moving of the pieces and the kicking of the ball can be performed in any order during a turn: the ball can be kicked immediately or after moving one or two pieces. What happens often is that HTs can't reach the ball in order to kick it; therefore, kicking isn't mandatory, and neither is moving the pieces (a player has the right not to move any piece if they choose so). Examples:



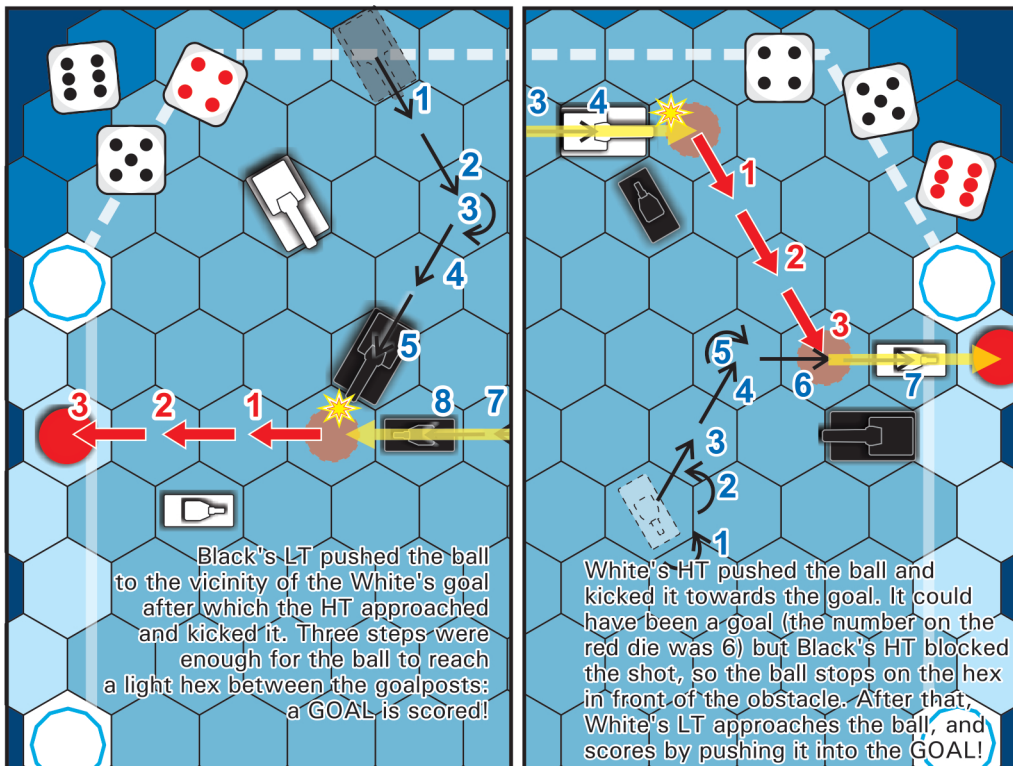
GETTING A BONUS

When a player rolls the same number on both black dice, they get a **small bonus**, which allows them to move the third piece for the same number of steps. If all 3 dice show the same number, then the player gets a **big bonus**, which allows them to move all 4 of their pieces. Here 's an example:



SCORING A GOAL

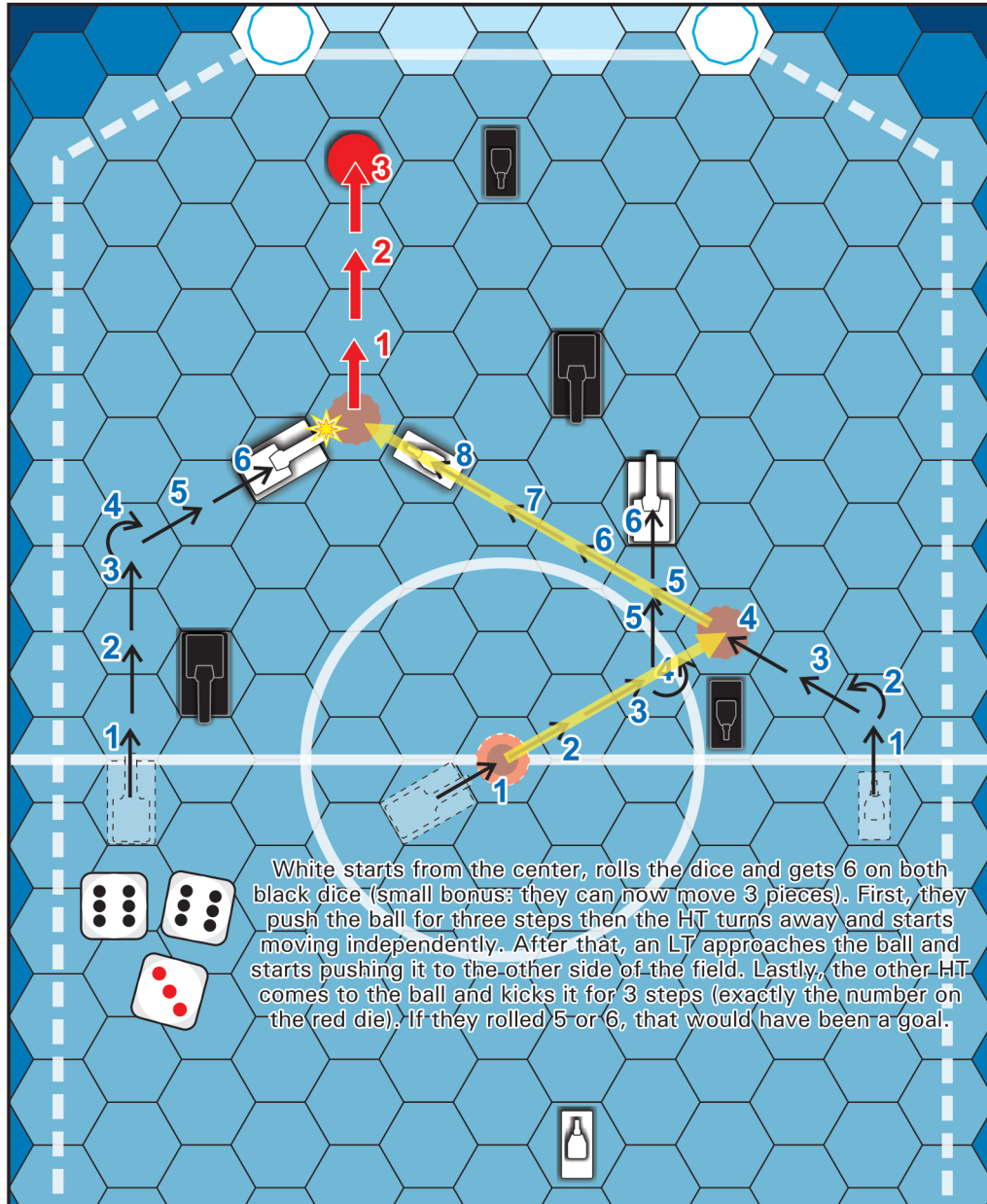
A player scores when the ball enters the opponent's goal (the lighter hexes between the goalposts) by being pushed or kicked. Every goal counts towards the total score and after each one, the player who conceded the goal restarts from the center.



(RE)STARTING THE GAME FROM THE CENTER

At the start of the game, one player (a matter of agreement) starts from the center of the field. The sequence is as follows: first, the ball is placed on the central hex; then the player who plays first places a piece of their choice to a hex adjacent to the ball and then the players take turns in positioning the pieces. Note that all the pieces must be placed **within the own half** of the field and the pieces of the player who plays **second** must also be **outside of the central circle**. After that, the first player rolls all 3 dice and plays their turn as previously described:

they can choose to first kick the ball, or move one or more pieces and only then kick the ball. The same procedure applies when restarting the game after a goal, with the player who conceded the goal acting as first.



END OF THE GAME AND DETERMINING THE WINNER

The players themselves can decide for how long a game will last: they can play with a time control (for example, two halves of 10 to 15 minutes), or until a player scores a determined number of goals (first to 5, for example). In the first case, the winner is the player who scores more goals, and in the second, the one who scored the last goal.