

World Championship Dodgeball

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Specs:

2-4 players / Playing time 10-15 minutes / Ages 9 and up

Introduction

Dodge ball took hold of the world in the ten-year period from 1969 to 1979. It was the world's most popular sport, ahead of both baseball and soccer. The players, the teams, and the game became the most talked-about sport in history.

This success was led by the International Federation of Dodge Ball. Founded in 1969, the IFDB turned a school-yard game into a worldwide phenomenon. What drove the success? The fast-paced action of the sport itself certainly helped. But the real reason was global politics. The rivalry between the Soviet Union National Team and Team USA became legendary, especially since both teams were made up of children between the ages of 12 to 16. Watching young children pummel themselves into a coma in the name of their motherland made great television, and the public could not get enough.

Sadly, the sport could not maintain its popularity. By 1981, the IFDB closed its doors for good. Despite the burgeoning Cold War, a group of Nervous Nellies back home got worried about the safety of the child competitors. It wasn't enough that the IFDB made knee and elbow pads mandatory for the 1978 season; these overactive mother hens wanted helmets as well. When their demands were not met by the Federation, the parents formed C.R.A.P.I. (Citizens Rallying Against Potential Injury) and agitated against the sport. Faced with numerous legal challenges and public outrage, the sport dwindled and eventually disappeared.

But in back alleys and third-world arenas, dodge ball still thrives. The former leaders of the IFDB went underground, organizing secret dodge clubs in major cities throughout the world. Gone are the elbow and knee pads – and there certainly aren't any helmets! The black-market dodge clubs are where the real fans gather for a serious, bloodthirsty

sport. These ballers pull no punches and never beg for mercy; it's a tooth-and-claw game as they spar the way the sport was meant to be played. In warehouse districts and seedy bars across the country, you can find these secret dodge clubs still running today. Walk in and smell the sweat... see the bloodstains... and prepare yourself for afros, wide lapels, and bell bottoms. On the underground, nothing's changed since 1981.

It's that time of the year again: the best teams have made the playoffs, and the World Championship is about to start. The top players have come from around the world: Chicago, Detroit, Atlanta, Lima, Sao Paulo, Amsterdam, Tokyo, and Phuket all have ballers in town. Though gone to the public, dodge ball is certainly not forgotten. It's time for World Championship Dodge Ball! Screw fame and fortune – you're here for BLOOD! Put on your shorts, inflate the balls, and remember: HELMETS ARE FOR WIMPS!

Object of the Game

The goal is to blast the opposing team with the ball. If you have the last teammate standing, you win. Low blows and fastballs are okay!

Setup

Before starting a game of World Championship Dodge Ball, you first need to separate the 24 teammate cards, mix them up, and place them face down in a pile. Each player then takes turns drawing six teammates, which form their dodge ball team. Four of the teammates are laid face up in front of the player, which signifies their side of the dodge ball court. The remaining two teammate cards are laid in a stack face down and they serve as the bench.

Then each player takes one Ball Card. Depending on how many players are playing there can be anywhere from two to four ball cards in play at one time. For example, if there are four players there are four balls in play. The number of balls will remain the same throughout the game, regardless how many players are knocked out. For example, let's say you start a game with four players and four Ball Cards. During the course of play, one team is eliminated, leaving only three teams standing. There are still four Ball Cards still in play.

The Throw and Dodge cards are then shuffled and placed faced down. These form the Draw Deck. Each player draws six cards from the Draw Deck, which forms their hand.

How to Play

World Championship Dodge Ball does not have turns, or an order of play. Instead, Ball Cards are pushed back and forth using Throw Cards to signify throws. Everyone acts at the same time, but you can only act when you have a Ball Card.

You start with by placing a Ball Card on one of your teammates. You then push the Ball Card across the court, placing it in front of one of your opponent's teammates. In conjunction with pushing the Ball Card you play a Throw Card from your hand.

Your opponent then tries to dodge the incoming ball. He does this by playing the Dodge Card that corresponds to

the Throw Card you played. If he has the right Dodge Card your throw misses. Now the target character has the ball and can throw it back at you (or at another opponent).

If your target doesn't have the right Throw Card, the throw is not dodged and the opponent is hit. That teammate is removed from play. (Don't put his card in the Discard Pile; just take it out of play.) Play continues until one side has no more teammates in play.

For example, you push the Ball Card at one of your opponent's teammates and play a High Throw Card. If your opponent plays a Dive Dodge Card (this is the Dodge Card that corresponds to the High Throw), your throw misses and your opponent now has the ball. If your opponent does not have the corresponding Dodge Card, then their teammate is hit and is out of the game.

There are five different Throw Cards found in World Championship Dodge ball. Four of these Throw Cards can only be dodged by the corresponding Dodge Card. The remaining Special Throw Cards are unique, with their rules printed on the card.

Use the table below as a quick reference for which Throws can be dodged by which Dodges.

THROW CARD	DODGE CARD
High Throw	Dive
Floor Skipper	Jump
Disco Inferno	Stage Dive Back Flip
Kung Fu Force Attack	New York Hustle

Once you use a Throw Card or Dodge Card, it is discarded. For every card you discard, you draw a new card from the Draw Deck.

There are no limits to the number of balls that can be thrown at an opponent's teammates. As long as you have one Throw Card per Ball Card, you can throw at will.

Passing the Ball

A teammate can only throw the ball if they have it. Whoever you throw the ball at has to make the return throw – unless your opponent has a Pass Card. To pass the ball from one of your teammates to another, you need to play a Pass Card. Passing is a useful tactic because it allows you to give the ball to a stronger teammate to utilize.

Catching Incoming Balls

Besides dodging balls thrown at them, a teammate can catch a ball thrown at them. To catch the ball, you will need to play a Catch Card. Doing so allows you to catch ANY throw that is thrown at a teammate. That's right; a Catch Card counters any Throw Card – unless it's a Special Throw that indicates otherwise on the card.

A Catch Card gives you possession of the ball and allows you to throw it back to your opponent. Catching balls negates all effects of a throw and the teammate who is catching the ball is not considered hit.

Each teammate can only hold one ball at a time. For example, if two balls were thrown at a Tammy "Too Tall" White, she could only catch one. She has to dodge the

other, even if she has two Catch Cards in her hand. If Tammy had possession of a ball from a previous throw, she couldn't play a Catch Card until she played a Throw Card, because her hands are full.

Drawing New Cards

You can never have more than six cards in your hand. You CAN have less than six cards. If your opponent hits you with a Throw Card and you have less than six cards in your hand (probably because you didn't draw fast enough after your last throw), YOU MUST DODGE WITH A CARD THAT'S ALREADY IN YOUR HAND. You can't take the time to draw a new card first. If your teammate gets eliminated because you don't have the right Dodge Card, well, too bad. Next time draw faster!

Follow the Ball

Remember that all the action follows the Ball Cards. If you need a breather, just get the balls on your side of the court and catch a breath while you're safe.

Substitutions

You can bring in a teammate from the bench when one of your teammates is knocked out. You can continue to do so as long as you have teammates in reserve.

The Discard and Draw Piles

If you run out of cards in the Draw Pile, take the Discard Pile and reshuffle it to form a new Draw Pile.

Ending the Game

Play proceeds until all your opponent's teammates are out of the game. Whichever player has the last teammate left standing is the winner.

Teammates

There are 24 teammates, which are used to form your team of six. All teammates have abilities that can be used while they are in play. Being on the bench does not count as being in play. As long as that teammate is standing, their ability can be used. Once the teammate is removed from the field of play, then whatever ability they had cannot be used.

Rules Principles

World Championship Dodge Ball is a fast and furious game. Because there is no turn order, it's easy to get lost in the back-and-forth shuffle. Use the following principle when evaluating game play: **Evaluate cards in the order they're played.** Whoever plays first has their card evaluated first. This sometimes means one of your teammates will get eliminated even though he "could have done something." Well, tough luck! You played that card too late. This ain't no sissy sport.

Tips

Unless your opponent has a Pass Card, whoever you throw the ball at has to make the return throw. Throw at the people you want to have throwing back at you.

If a teammate has possession of the ball, he can't play a Catch Card. If you know your opponent has a Catch Card, use this to your advantage.