

COREBALL

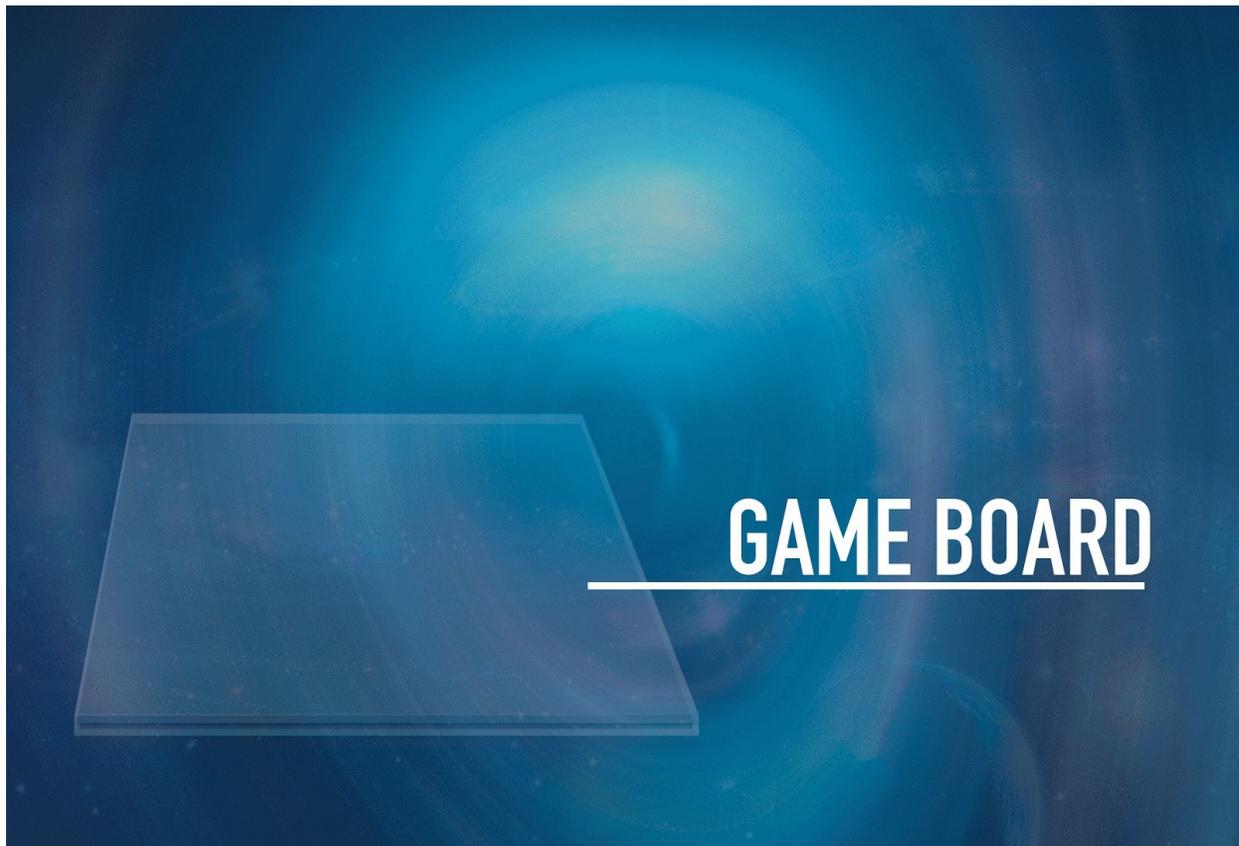
CoreBall: The Zero Gravity Sport™ - also known as Corball or Corvall, its two most popular misspellings - is a team sport played between two or three teams of up to five flyers with one or more balls. It is watched by 250 billion spectators in over 200 free planets and colonies, making it the universe's most popular sport and an unquestionable source of pride for the enterprising Corvo species.

The origins of corball trace back to the EVA operators that constructed the Dyson Ring of Tiantang - the Corvo capital. During the construction of this megaloproject, workers - mostly of the human species - used to play what could be defined as an archaic version of corball.

The modern high-speed, high-tech variant owes its existence to the visionary investors who saw beyond the rudimentary workings of the original pastime and transformed it into an organized competitive sport, which means corball is in essence a modernized version of human sports of old.

The violent and frantic gameplay and the stunning looks of the players make corball matches mesmerizing events that shut down a good chunk of the universe for their duration. It's so devastatingly popular that many people spend all their time and savings following their favourite team or players. As a matter of fact, corball players are among the most famous people in the Universe, and their daily lives are a literal reality show that can be seen by anyone willing to pay .

For all of these reasons and many more, CoreBall is the greatest sport in the universe.



“CoreBall is played in a high speed, constant forward movement in the z axis around a satellite, with field boundaries set in the x and y directions. The object of the game is to score by maintaining possession of the ball at designated time checkpoints.

The ball carrier, who is a flyer controlling a ball, attempts to advance down the course by flying with or passing the ball, while the flyers of the opposing team(s) aim to take control of the ball for themselves. To achieve this goal, flyers are able to grapple, push, hack and even bomb their way to victory. Crashing against - or being pushed towards - a meteorite is a regular occurrence and flyers dying is a not an uncommon sight”.

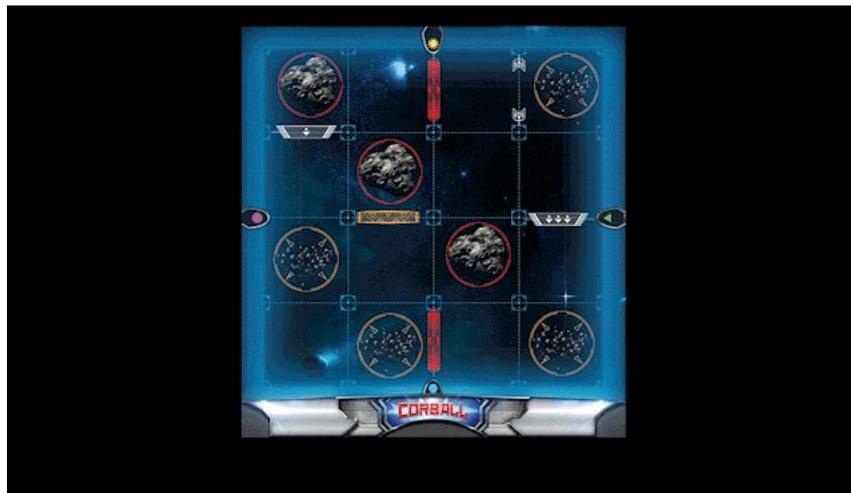
COMPONENTS

Game board

The board is a layered board with a clear top and a cardboard base. It supports the flyer miniatures, the ball and other tokens while allowing the circuit sheets placed under the clear top to be changed every round.

Circuit sheets

Circuit sheets are 4x4 square grids that represent one section of a circuit. Each circuit has its own type of sheets. A match takes place in a single circuit; use only sheets that share the same background.



Flyer miniatures/ Standees

The flyer miniatures are the representation of each flyer on the game board. At this point we do not have every miniature finished, so we have used standees instead in some

cases.



Flyer cards

The flyer cards hold all the necessary information to use each flyer throughout a match. The front side shows the regular state of each flyer, while the back side shows their wounded state.



Base rings

Colored base rings are used to represent the allegiance of mercenary flyers to a particular team during a match. Mercenary flyers are flyers that do not have a permanent allegiance to any team, and are drafted at the beginning of each match to complement your team’s abilities.

Playing cards

The playing cards are used to resolve confrontations between flyers (grappling, dodging...). They have a number to help determine the winner of the confrontation, and a text effect that can be applied in certain situations.



Ball tokens

In CoreBall, you score by retaining control of one or more balls. Ball tokens are used to designate which flyer carries each ball at any given point during the match, or the square where the ball currently is.



Victory point tokens

The victory point tokens are used to keep track of the amount of victory points each player has at any given time. At the end of the fourth round, the player with the most victory points wins.



Momentum tokens

Momentum tokens represent the drift flyers gain in certain situations - such as going through a railgun. When a flyer gains momentum, place the corresponding momentum token on the flyer's card to represent it.



Hacked tokens

CoreBall suits are highly technological pieces of equipment that, under the right circumstances, can be hacked by skilled opponents to stop their movement capabilities. When a flyer is hacked, place a hacked token on their card to represent it. One hacked token is removed from each flyer at the beginning of his respective activation.



Tired tokens

Some terrain elements and other in-game effects can cause a flyer to become tired. Tired flyers can still move, but they can not perform actions. When a flyer becomes tired, place a tired token on their card to represent it. One tired token is removed from each flyer at the beginning of his respective activation.



Limited tokens

Some flyers have abilities that can only be used a certain number of times per round. When a flyer uses one of these abilities, place a limited token on their card to keep track of the number of times the ability has been used.



Special effect tokens

Some flyers have unique abilities that require them to use special effect tokens (such as bombs or portals). Each of these flyers has their own tokens that can be placed on the board or on their card to keep track of their effects.



Grappled & Grappler tokens

Your flyers may grapple other flyers, but they can be the victims of such an action themselves. Use these tokens to mark

Terrain tokens

To make the matches more entertaining for the audience, CoreBall circuits are filled with all kinds of hazards, and certain flyers are able to deploy even more obstacles to hinder their opponent's progress. Such hazards include kinetic barriers, railguns, and many others that are often represented in the circuit sheets themselves, but can also be placed on top of the board using their corresponding tokens.

Kinetic barrier tokens	Offline obstacle tokens	Offline obstacle tokens
Flyers who cross kinetic barriers become tired.	Flyers who cross railguns gain momentum.	Obstacles that are hacked become offline and stop affecting flyers.
		

OVERVIEW

CORBALL: The Zero Gravity sport is a game for two to four players.

In CoreBall, each player takes control of one team. Teams are composed of flyers, who are athletes with unique skills to control the ball, push around or subdue opponent flyers, hack their suits, and many more impressive feats.

Each game of CoreBall is called a match, during which flyers are shot at high velocities through dangerous circuits filled with railguns, asteroids, stellar dust and other obstacles to make the game more exciting.

Over the course of a CoreBall match, flyers will engage in a contest for the ball or balls to score points while trying to take out as many opponent flyers as possible to cause the other team or teams to lose points. At the end of the match, the team with more points on their scoreboard wins.

Using this booklet

This booklet is a learning guide to play **CORBALL: The Zero Gravity Sport**. The complete rules of play can be found in the Rules Reference booklet, which also addresses more advanced topics such as the interpretation of card text, resolution of timing conflicts, and a detailed phase sequence. It is recommended that new players learn the game using this booklet, and only look up details in the Rules Reference booklet as they occur during actual play.

This booklet assumes you will be playing a two player match. The rules for three or four players are very similar, but there are some differences that you can find at the end of this booklet in their respective sections.

Overwhelmed? It is possible to play your first CoreBall matches ignoring some of the most cumbersome rules. Throughout this booklet you will find advice on this subject as the most complex rules come up, as well as advice on how to set up your first matches in a more manageable way than using the full rules.

Regular matches and championships

A regular match is a single game of CoreBall, while a championship is a series of matches between several teams with a matchmaking system.

We recommend players to familiarise themselves with the game by playing a few regular matches before participating in a championship. A championship requires a lot of

commitment and organisational skills, but it is also more rewarding.

The rules in this booklet are used to play a regular match. Championship matches are very similar but there are a few differences that you can find in the Championship rules booklet.

HOW TO WIN

A regular CoreBall match lasts four rounds. The player who has the most victory points (VP) at the end of the fourth round wins.

Alternatively, the match ends at the end of any round if a player has 12 victory points or more over the other player in a two player match, 18 victory points or more over each of the other players in a three player match, or a two player team has 27 victory points or more over their opposing team in a four player match.

Breaking a tie

In case of a tie, the player with more remaining alive flyers wins (even if they are on the reserve). If all players have the same number of flyers, the player with the most hale flyers wins. If all players have the same number of hale flyers, the player with more playing cards in his play area wins. If all players have the same number of playing cards in their play area, the game ends in a tie and there is no winner.

Scoring and losing VP

Each player begins the match with three victory points. During the course of a match, players can score or lose VP in several ways:

- A player gains three VP for each ball controlled by one of her flyers at the end of each round.
- A player loses one VP each time one of her flyers is wounded or killed.
- A player loses two VP each time one of her flyers moves to the reserve outside of his activation.
- A player loses one VP each time one of her flyers moves to the reserve during his activation after performing an action. If a flyer moves to the reserve during his activation without performing an action, no VP are lost.

Keep in mind a player may never have less than zero VP. Players may still perform actions or movements that would otherwise cause them to lose victory points (effectively

performing them for free).

KEY CONCEPTS

This section introduces a number of foundational concepts to keep in mind while learning and playing the game.

Players

The players are the actual human beings who play the game. Throughout this booklet, players are referred to using feminine pronouns.

Flyers

Flyers are the actual in-game athletes, each represented by a miniature and its corresponding card. Throughout this booklet, flyers are referred to using masculine pronouns, although in the cards and flavour text they will be referred to using the flyer's preferred gender. They usually have an established allegiance to a certain faction, but some are mercenaries that can be selected by any faction for each match.

(See Flyers for more information).

Teams and factions

Teams are groups of flyers who work together to achieve a common goal: winning a CoreBall match. Factions are premade teams with a certain style of play that sometimes allow mercenaries to play alongside them. Each player must select a pre existing faction and decide which mercenaries she wants to add to complete her strategy.



Game Board & Circuit

The CoreBall board is a layered board with a clear top and a cardboard base. This board supports the flyer miniatures, the ball and other tokens while allowing the circuit sheets placed under the clear top to be changed at the end of each round.

A CoreBall match is played on a single circuit, made up of four circuit sheets to represent its four rounds duration.

Circuit sheets contain all the default circuit terrain elements that affect gameplay, such as asteroids, debris, kinetic barriers or railguns; as well as the squares where the flyer miniatures will be placed.

Each square of the circuit sheet can contain up to four flyers, although no more than two flyers from the same team can be present in any given square at the same time (see Bunching up).

Momentum

During a CoreBall match, flyers may acquire momentum if they move through railguns and other terrain elements. This momentum will deviate flyers from their regular course, forcing them to land on a square they may have not anticipated - with the obvious hazard that it represents.

During the match, flyers will receive momentum tokens as they acquire momentum, which will in turn be resolved at the end of the round during the momentum phase. Carefully managing momentum is paramount to a team's success, as being able to move more than two squares can be really powerful, but being moved in a direction you didn't want can be devastating.

Bunching up

There can never be more than two flyers from the same team in the same square or more than four flyers from any team.

It is still possible to move through squares already occupied by four flyers or by two flyers from your team, but a flyer cannot perform an action or end its movement on such a square. A flyer moving through a square in which he cannot stay cannot be the target of actions that would be resolved while he stands in that square.

Play area, reserve, and dead pile

The play area is the space between a player and the board where she keeps the cards of the flyers that are currently on the board and the playing cards she has not used yet. Flyer cards in the play area may be activated each round, while playing cards in the play area can be played at any time following the instructions of the card to gain their effects.

The reserve is the area where each player keeps her inactive assets, such as flyers from her team that are currently not on the board.

The dead pile is the area where each player keeps her dead flyer miniatures and cards.

These three areas are open information, and as such they may be accessed by any players at any time.

Playing deck

The playing decks are the tools used to resolve confrontations between flyers.

Each player has a playing deck, different from the others only in the colour of its back. These decks are shuffled at the beginning of the match and placed facedown. The playing decks are closed information, and as such they may not be accessed by any player unless instructed otherwise by another rule.

Each playing card includes a number - which will be used to calculate each player's action value - and an effect that may be used under certain circumstances.

During confrontations, playing cards are used by flyers as tools to increase their action value and win the confrontations. If the player who started the confrontation loses, she may keep the card in her play area (see Confrontations). Later on, she will be able to play it

following the instructions of the card to gain its effects.

Discard pile

Throughout the match, cards will be drawn and played from the playing decks, and after they have been resolved they must be discarded faceup next to the playing deck, setting up a discard pile. When a player needs to play cards from her deck but it does not have enough cards, the discard pile is shuffled and placed facedown to set up a fresh playing deck from which she can draw. The discard piles are private information, they may only be accessed by the owner.

In player order

The phrase in player order is used to dictate the order in which players resolve or execute a game step. When the players are instructed to do something in player order, the first player does so first, followed by each other player, one player at a time, in a clockwise order around the table.

The golden rule

If the text on a card directly contradicts the text of the rules the text on the card takes precedence.

SETTING UP YOUR FIRST MATCH

1. Place the game board in the middle of the playing area between all the players.
2. Pick the Asteroid Field circuit sheets and shuffle them. Then place them face down next to the game board setting up a sheet bank.

NOTE: Once you are more familiar with the game, you can play in other circuits. Please refer to the circuit selection rules in the Rules Reference booklet.

3. Give three VP tokens to each player.

4. **Determine first player:** The last player to have been in space is the first player. Place the first player token in front of this player. If no player has been to space, each player discards a playing card from the same deck. The player who discards the highest value card is the first player. In case of a tie, draw again.
5. **Choose factions:** Each player chooses one factions and picks up the playing cards with the backs in her team's colour, as well as the coloured base rings and any player markers in the same colour. Then, each player shuffles her playing deck and places it facedown near her.
6. **Select flyers:** Give each player the following flyer cards and miniatures according to her faction:
 - 6.1. **Space Sharks:** Phaser, Xerion, Therinth, Forward, Center, Tackle, and Hacker.
 - 6.2. **Techno Tics:** Trigger, Lightning, Trickster, Forward, Tackle, Safety and Hacker.
 - 6.3. **Bull Bugs:** Wally, King, Grasshopper, Forward, Center, Safety and Hacker.
 - 6.4. **Preachers:** Fixer, Tempus, Shady, Center, Tackle, Safety and Hacker.

Make sure each player uses her respective coloured rings to distinguish her mercenary flyer miniatures from those in other teams by placing them on their base.

NOTE: Once you are familiar with the game, we recommend you to use the Team Building rules found in page XXX to create your own teams.

7. **Set up the token bank:** Place all the tokens in their respective piles within reach of all the players.
8. **Deploy flyer's miniatures on the game board:** In player order, take turns to place your flyer miniatures one miniature at a time in any square of the board taking the following considerations into account:
 - 8.1. Each player must place five flyers in a two or three player match, or four flyers in a four player match.
 - 8.2. The first flyer placed by each player except the last receives a ball token. This means there will be one ball less than the number of players.
 - 8.3. There cannot be flyer miniatures from an opponent player in the same square (please note this rule only applies during the setup of the game,

and not the actual match).

- 8.4. There cannot be flyer miniatures from your own team in a space orthogonally adjacent to the square where you are placing another flyer (please note this rule only applies during the setup of the game, and not the actual match).
- 8.5. There cannot be more than one other flyer from your own team in the square where you are placing another flyer. This includes flyers from your teammate's team in a four player match.

After placing each flyer miniature on the board, place the corresponding flyer card in your play area in the ready state (vertically so that you can read the text on the card from left to right).

Place all other flyer miniatures and cards from your team in your reserve.

9. Give the first player token to the last player. She is now the first player.
10. Draw the first circuit sheet from the sheet bank and slid it inside the board.
11. Start playing the first round of the match skipping the Substitutions phase of the round, which is only resolved in ensuing rounds.

THE ROUND

A CoreBall match is played in four rounds, each made up of three different phases. Resolve each phase completely before beginning with the next one until you have completed all five, then start a new round until you have played four rounds, at which point the match will end.

1. **Substitutions:** bring new flyers to the board (skip during the first round).
2. **Activation:** move your flyers and perform actions.
3. **Resolution:** resolve momentum and terrain effects, score victory points, and prepare a new round.

1. Substitutions

During the substitution phase, players whose teams have less than the maximum number of flyers allowed on the game board can bring in substitutes until they reach that number (in a two or three player match, each team can have five flyers on the board at the same time; while in a four player match each team can have four flyers on the board

simultaneously).

To bring a flyer into the game board, players take turns in player order to choose one flyer from their reserve at a time and place him on the game board, or pass. Once a player passes, she cannot introduce more flyers into the game board during the current phase.

Flyers must be placed in a square next to a circuit border. If the outside edge of that square has any terrain obstacles (terrain elements that are on a circuit edge or between two squares of the board), the flyer will suffer its effects immediately upon entering the board. If the square has two outside edges (i.e. it's a corner square), the player can choose the edge from which the flyer enters the board, and he will only suffer effects corresponding to the obstacles in that edge.

After placing a flyer miniature on the board, remember to place the corresponding flyer card on your play area next to the rest of your flyer cards.

Note: Do not perform this phase during the first round of a match.

2. Activation

During the activation phase, players alternate to activate their flyers and move them around the board, perform actions (such as attempting to steal the ball or pushing their opponents around) and generally try to stay alive to make the most of their strategic opportunities to win.

During this phase, each player must take turns in player order to choose and activate one of her ready flyers. Each time a flyer is activated, perform the following steps:

1. Perform up to two movements and one action in any order.
2. Rotate the flyer card 90 degrees sideways to indicate the flyer has already been activated.
3. Remove one tired token and one hacked token from the flyer card.

A player whose flyers have all been activated or who has no flyers left on the board must pass, unless she can manage to get a flyer ready and activate him (such as placing a flyer from her reserve on the board using the ability Ambush). Once a player has passed, she cannot take further turns during this Activation phase.

Movement

During their activation, flyers can perform up to two movements. Each movement allows a flyer to leave its square and enter an orthogonally adjacent square, suffering the

effects of any obstacles he may find on its path.

There are two key limitations to movement: There can only be up to four flyers in total in any given square, and there can only be up to two flyers from the same team in any given square (see Bunching up). Flyers can still move through a square even if that breaks those limitations, but they are not allowed to finish their movement there.

Flyers can choose to leave the game board by moving through one of its borders, suffering the effects of any obstacles in that edge before going to his controller's reserve.

Keep in mind that ball tokens can never leave the board, so whenever a flyer who is a ball carrier leaves the board for any reason, the ball token will be placed uncontrolled in the same square from where the flyer left the game board.

Note: Flyers who have a hacked token cannot move during their activation.

Leaving the board

During a CoreBall match, flyers may leave the board voluntarily or because another flyer or card effect forced them to leave it. To leave the board, a flyer must move or be moved through a circuit border, or be instructed to do so by a card effect.

When flyers leave the board, they go to their respective controller's reserve and all tokens are removed from their card. Additionally, sometimes leaving the board causes their controller to lose victory points (see Scoring and losing VP).

Action

During their activation (and only then), flyers can perform one action. Available actions range from passing the ball to hacking an opponent's suit, and are described in the skills section of this booklet as well as in other sections and flyer cards, always labeled with the Action keyword.

To perform an action, a flyer must have a value higher than zero on the relevant skill or have an ability describing the action on his flyer card; and meet all the requirements of the action (such as being a ball carrier to pass the ball).

Actions must be initiated during a flyer's activation, and each flyer can only perform one action per activation unless specified otherwise.

Note: Flyers who have a tired token cannot perform actions. Flyers who have a hacked token cannot perform hacking actions.

Counter

Whenever a flyer performs an Action, other flyers may be able to react against it with a counter, triggering a **confrontation**. A flyer directly targeted by an action must perform a counter of some kind, while other flyers may be able to perform counters under the right circumstances.

Counters range from dodging to defending the ball against an opponent's attempt to steal it, and are described in the skills section of this booklet, labeled with the counter keyword, as well as in other sections and flyer cards.

To perform a counter, a flyer must have a value higher than zero on the relevant skill or have an ability describing the counter on his flyer card; and meet all the requirements of the counter.

Counters can only be performed during another flyer's activation, and each flyer can only perform one counter against each action.

Confrontations

Whenever a flyer attempts to perform an action and another attempts a counter against it, there is a confrontation between them and they will have to play cards to see who succeeds and who fails. To resolve a confrontation, follow these steps:

1. The player who controls the active flyer announces the action and its target if any.
2. The player who controls the target flyer, if any, must announce a valid counter against the action, if able.
3. All players who control flyers in a position to declare counters against the same action may declare their counters in player order.
4. Then, each player who controls a flyer involved in the confrontation draws a card from her playing deck and places it face up on the table for everyone to see.
5. Each player adds their card value to the value of the skill used by their flyer. The resulting value is called confrontation value.
6. The flyer with the highest confrontation value succeeds on his action or counter, and all others fail. In case of a tie, the active flyer is successful, and the characters performing the counter fail.
7. Finally, all cards are discarded. If the active flyer lost the confrontation, the

player who controls that flyer can add the card she played to her play area instead of discarding it.

3. Resolution

During the resolution phase there are many effects that must be resolved in a specific order.

1. Resolve the momentum of each flyer, moving him a certain number of squares depending on his momentum tokens (see Momentum).
2. Resolve the effects of area terrain on each flyer, placing the relevant tokens or changing his status as instructed (see Terrain).
3. Give three victory points to the controller of each ball carrier.
4. Remove all the obstacle tokens from the board.
5. Remove the current circuit sheet from the game board and put it back on the game box.
6. Slide a new circuit sheet from the sheet bank into the game board.
7. Check whether any conditions to end a match are fulfilled (see How to win) and end the match if applicable.
8. Pass the first player marker one player to the left.
9. If the match has not ended, begin a new round.

FLYERS

The flyers are the actual in-game athletes, each represented by a miniature and its corresponding flyer card. They usually have an established allegiance to a certain faction, but some are mercenaries that can be selected by any faction for each match.

Flyer Statuses

Throughout a CoreBall match, flyers may suffer all kinds of effects that affect them in different ways, sometimes changing their status to represent it. Find below each flyer status and its effects. A flyer can have several statuses simultaneously.

Ready

A ready flyer is a flyer who has not been activated during the current round yet. His card

is in the ready position, upright on his controller's side of the table so that their controller can read their text from left to right. A flyer must be in a ready state in order to be activated. If a player is instructed to ready a card, the card is returned to the ready state.

Activated

An activated flyer is a flyer who has already completed his activation during the current round. His card is in the activated position, rotated 90 degrees sideways on his controller's side of the table. An activated flyer cannot be activated again until it is readied by a game step or ability.

Hale

A hale flyer is a flyer who has not been wounded by any game effect. Flyer cards have two sides, one represents the hale state and the other the wounded state. Hale flyers use their respective side of the card. If a hale flyer is wounded, suffers a wound, or is assigned a wound by any game effect, flip his card to the wounded side to indicate he is now wounded.

Wounded

A wounded flyer is a flyer who has suffered a wound. Wounded flyers use the wounded side of their card, which generally has lower skill values and/or reduced abilities.

A wounded flyer stays wounded even if he moves out of the board to the reserve and back into the board again throughout the match. When a flyer is wounded, he maintains any tokens he had previously, such as momentum, hacked, or tired tokens.

If a wounded flyer is wounded again, he dies.

Dead

A dead flyer is a flyer who has received another wound when he was already wounded, or who has been killed by a game effect. When a flyer dies, retire his miniature from the board or reserve and place his card on the dead pile.

Tired

Some terrain elements and other in-game effects can cause a flyer to become tired.

Tired flyers can not perform actions, although they can still move.

When a flyer becomes tired, place a tired token on their card to represent it. One tired token is removed from each flyer at the beginning of his respective activation.

Note: A flyer can have more than one tired token on his card at the same time. Since only one tired token is removed each activation phase, the tired status may carry over several rounds.

Hacked

CoreBall suits are highly technological pieces of equipment that, under the right circumstances, can be hacked by skilled opponents to stop their movement capabilities. Hacked flyers can not move, although they can still perform actions.

When a flyer is hacked, place a hacked token on their card to represent it. One hacked token is removed from each flyer at the beginning of his respective activation.

Note: A flyer can have more than one hacked token on his card at the same time. Since only one hacked token is removed each activation phase, the hacked status may carry over several rounds.

Types of effects

Skills, abilities and other game effects can have different kinds of triggering conditions. These are indicated with one of the keywords explained below at the beginning of their description.

Action

During their activation (and only then), flyers can perform one action. Available actions range from passing the ball to hacking an opponent's suit, and are described in the skills section of this booklet as well as in other sections and flyer cards, always labeled with the Action keyword.

To perform an action, a flyer must have a value higher than zero on the relevant skill or have an ability describing the action on his flyer card; and meet all the requirements of the action (such as being a ball carrier to pass the ball).

Actions must be initiated during a flyer's activation, and each flyer can only perform one action per activation unless specified otherwise.

Note: Flyers who have a tired token cannot perform actions. Flyers who have a hacked token cannot perform hacking actions.

Counter

Whenever a flyer performs an Action, other flyers may be able to react against it with a counter, triggering a **confrontation**. A flyer directly targeted by an action must perform a counter of some kind, while other flyers may be able to perform counters under the right circumstances.

Counters range from dodging to defending the ball against an opponent's attempt to steal it, and are described in the skills section of this booklet, labeled with the counter keyword, as well as in other sections and flyer cards.

To perform a counter, a flyer must have a value higher than zero on the relevant skill or have an ability describing the counter on his flyer card; and meet all the requirements of the counter.

Counters can only be performed during another flyer's activation, and each flyer can only perform one counter against each action.

Passive

Passive effects are simply described, without specifying the type of effect. They become active as soon as the card where they are described enters play and remain active as long as that card is in play. If they have a condition described with the words *during*, *if*, or *while*, they are active at any time the specific condition is met.

Passive effects described in cards on the reserve are not active, unless an effect directly targets them or they specify it, in which case they will be active only until that effect is resolved and only in what respects to that effect, unable to interact with other in game elements in any way.

Instant

Instant effects can be initiated at any time when their specified triggering condition occurs. Instant effects resolve just before their triggering condition occurs, sometimes canceling or changing the resolution of that condition.

It is possible for multiple instants to be initiated after the same triggering condition is declared. Instants must always be resolved before the consequences of their triggering

condition. Instant effects can be initiated by players in player order, one instant at a time.

Reaction

Reaction effects can be initiated and are resolved after their triggering condition and is resolved.

It is possible for multiple reactions to be initiated after the same triggering condition is resolved. Reaction effects can be initiated by players in player order, one reaction at a time.

Forced

While most card abilities and game effects are voluntary, some are preceded by the word forced. Such abilities and effects must be resolved immediately whenever their triggering condition in their description occurs.

Ball Carrier

The ball carriers are the flyers who are in possession of a ball. Maintaining possession of the ball is a key path to victory, as victory points are awarded to the ball carriers' respective teams at the end of each round (see Scoring and losing victory points).

Any flyer who controls a ball is called a ball carrier. Place a ball token on that flyer's base to represent it. When he becomes a ball carrier and until he stops being one, a flyer gains the following effect:

FORCED REACTION: When this flyer leaves the game board for any reason, he must let go of the ball immediately before doing so. Place the ball token in his square, it is now uncontrolled.

Note: in a three or four player match, there is more than one ball, which means there can be more than one ball carrier at any given time during the match.

Skills

Skills represent the different capacities of each CoreBall flyer with a numeric value. A value of zero means the flyer can not use that skill at all, while a high value means he is a highly proficient athlete in that regard. The skill values of each flyer can be found on his flyer card.

Each skill allows flyers to perform certain actions, counters, or other effects. When a

flyer uses a skill, her player must clearly announce what action, counter or other effects is the flyer going to perform.

Below you can find a list of all the skills a flyer can have in the same order they appear on the flyer cards.

Note: Counters trigger confrontations (see Activation).

Ball control

Pick up

ACTION: Take control of an uncontrolled ball token in the same square as this flyer. This flyer becomes a ball carrier. Place the ball token on its base to represent it.

Note: Ball carriers and grapplers can not perform this action.

Steal

ACTION: Take the ball from a ball carrier controlled by an opponent in the same square as this flyer. This flyer becomes a ball carrier, and the target of this action stops being a ball carrier. Place the ball token on this flyer's base to represent it.

Note: Ball carriers and grapplers can not perform this action.

Defend

COUNTER: Prevent the effects of a steal action that targets this flyer. If unsuccessful, this flyer receives a tired token.

Note: This counter can only be performed by a ball carrier.

Pass

ACTION: Pass the ball from this flyer to a target flyer in any square. This flyer stops being a ball carrier and the target flyer becomes a ball carrier. Move the ball token accordingly to reflect it.

Note: This action can only be performed by a ball carrier.

Intercept

COUNTER: Intercept a pass action initiated by an opponent flyer. If this flyer is in the same square as the flyer performing a pass action or in the same square as the target of a pass action, this flyer becomes the ball carrier instead of the original target of the pass. Move the ball token accordingly to reflect it.

Note: Ball carriers and grapplers can not perform this action. If more than one flyer can intercept a pass action, only one flyer per team can perform this counter. If more than one flyer counters the same pass action and succeeds against it, only the flyer with the highest confrontation value gets the ball and becomes a ball carrier. In case of a tie, the player who declared the pass action breaks the tie.

Hand off/drop

REACTION: After the beginning of any flyer's activation, this flyer can let go of the ball. Place the ball token in his square, it is now uncontrolled.

FORCED REACTION: When this flyer leaves the game board for any reason, he must let go of the ball immediately before doing so. Place the ball token in his square, it is now uncontrolled.

Note: This reaction can only be performed by a ball carrier.

Dodge

Dodging

COUNTER: Prevent the effects of a grappling or pushing action that targets this flyer.

Note: A flyer can perform a dodging action even while he is subduing another flyer.

Firewall

COUNTER: Prevent a hacking action that targets this flyer.

Grapple

Grappling

ACTION: Subdue a flyer controlled by an opponent in the same square as this flyer. This flyer becomes the grappler, and the target flyer becomes the grappled.

If the grappled character was subduing another flyer, he automatically stops doing so, and if he was a ball carrier, he automatically lets go of the ball. Place the ball token in his square, it is now uncontrolled.

Note: Ball carriers and grapplers can not perform this action.

Grappler

INSTANT: At any time before performing an action or a counter action, this flyer stops subduing the flyer he was subduing.

FORCED REACTION: If the grappled flyer has more momentum tokens towards any direction than this flyer, this flyer receives momentum tokens towards that direction until that is no longer the case.

Note: this effect must be resolved in each direction.

Grappled

A grappled character can not move nor perform any actions other than escape (grapple).

FORCED REACTION: This flyer automatically moves along to the same square as the flyer subduing him.

FORCED REACTION: If the grappler flyer has more momentum tokens towards any direction than this flyer, this flyer receives momentum tokens towards that direction until that is no longer the case.

Note: this effect must be resolved in each direction.

Escape

ACTION: Target the grappler of this flyer. This flyer stops being subdued.

Counter Grappling

COUNTER: Prevent a grappling, escape, or pushing action against this flyer. Additionally, this flyer immediately gains the effects of a successful grappling action against the target of this counter. After attempting a Counter Grappling, this flyer always receives a tired token.

Push

Pushing

ACTION: Push another flyer in the same square as this flyer in any orthogonal direction. The target flyer will move one square in that direction, suffering the effects of terrain obstacles he crosses, and going to the reserve if he moves outside of the board through a circuit border.

Note: A flyer from the same team as this flyer is allowed to let this action succeed without performing a counter even if it targets him directly.

Counter Pushing

COUNTER: Prevent a grappling, escape, or pushing action against this flyer. Additionally, this flyer immediately gains the effects of a successful pushing action against the target of this counter. After attempting a Counter Pushing, this flyer always receives a tired token.

Hack

Hacking

ACTION: Give any flyer in any square a hacked token.

Note: Flyers who have a hacked token cannot move during their activation.

DDoS

ACTION: Replace one terrain obstacle on the board with an offline obstacle. Alternatively, replace a railgun obstacle with another railgun obstacle facing in the opposite direction. Place the relevant obstacle token above the original obstacle to clearly designate the new effect. Obstacles that have been hacked can not be hacked again.

Note: This action is automatically successful. Terrain obstacles that have been replaced by offline obstacles do not have any effect on the match.

Abilities

Abilities describe special and often unique actions, counters, or other effects that flyers can perform or apply given certain situations, such as throwing bombs, placing obstacles, or ignoring certain game board elements. All card abilities fall into one of the following types: Action, counter, passive, instant, activated, or reaction.

Most abilities are optional to use, but abilities preceded by the word forced and passive abilities must always be applied when the necessary conditions described on their text are met.

Beginners

If you are feeling overwhelmed by the amount of rules, you should play your first march (or at least the first round or two) ignoring all textual card abilities. You may then start using card abilities after you are more comfortable with the basic round structure and main game mechanics.

GAME BOARD

A CoreBall match takes place in orbit, with flyers moving at high speeds in roughly the same direction. Each round represents a relatively short period of time during which flyers are in a region of the circuit with the terrain shown in the current circuit sheet, and the ever changing nature of a circuit is represented by changing the circuit sheet every round.

To implement all of the above, the game includes a layered board with a clear top and a cardboard base. This board supports the flyer miniatures, the ball and other tokens while allowing the circuit sheets placed under the clear top to be changed at the end of each round.

Circuit

The field where a CoreBall match takes place is called a circuit. Circuits are represented in the game by collections of circuit sheets that share the same background. There are usually four sheets to account for the four rounds of a regular CoreBall match.

Each circuit sheet is a four by four square grid with all the area terrain, obstacles, and circuit borders necessary to resolve each round. Circuit sheets are set up on a sheet bank at the beginning of the match and drawn randomly at the end of each round to prepare the board for the next round. The back of each circuit sheet usually contains all the specific rules for that circuit, including its terrain.

Squares

Each circuit sheet contains 16 squares. Squares have four edges that separate them from other squares or designate the circuit's border, which may have obstacles in them, and the squares themselves may contain area terrain.

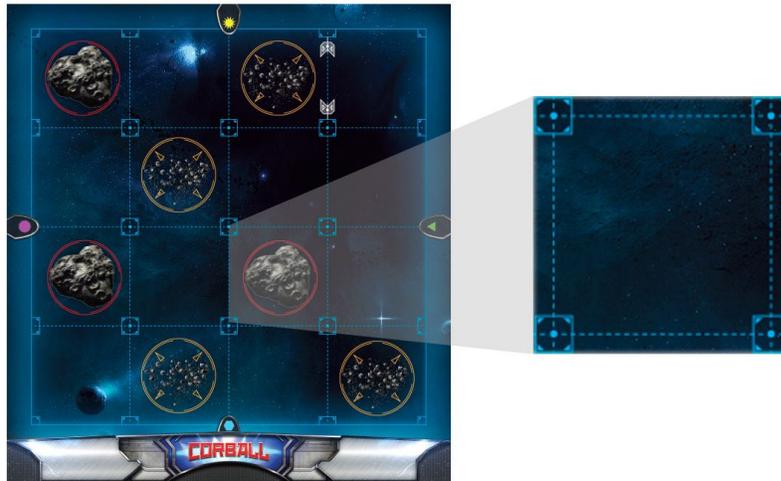
Bunching up

There can never be more than two flyers from the same team in the same square or more than four flyers from any team.

It is still possible to move through squares already occupied by four flyers or by two flyers from your team, but a flyer cannot perform an action or end its movement on such a square. A flyer moving through a square in which he cannot stay cannot be the target of actions that would be resolved while he stands in that square (i.e. certain abilities allow some flyers to stop an opponent's activation to perform an action against a flyer. Such abilities can never target a flyer who is passing through a square but couldn't stay in it).

If a flyer is forced (after resolving his momentum, being pushed, or other effects outside of his direct control) to move and end his movement in a square in which he cannot stay due to Bunching up, it forces another one of the flyers in his team to move in the opposite direction from which he came. If there are no flyers from his team, his controller chooses another flyer and moves him in the same manner. This can force flyers to leave the circuit through a border.

A flyer forced to move out of a square might trigger this occurrence again in the square to which he is forced to move. In such case, resolve it in the same manner before resuming the game.



Adjacent squares

Squares are considered adjacent if they have at least one edge or corner in common.



Orthogonally adjacent squares

Squares are considered orthogonally adjacent if they have one edge in common.



Circuit borders

The circuit borders are the edges of the squares that are in the border of the circuit sheet. Flyers may move through a border, following the normal movement rules or after being forced to move there by another flyer or a card effect. A flyer who moves through a circuit border exits the game board, moving to his controller's reserve (see Leaving the board).

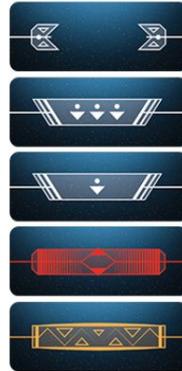


Terrain

Terrain is the name given to the various hazards that can be found in CoreBall circuits. There are two types of terrain elements: obstacles and area terrain.



OBSTACLES



AREA TERRAIN



Obstacles

Obstacles may be found in the edges that separate the squares, or in the circuit border. Obstacles affect all flyers who pass through them, either when they move between squares or when they enter the board through a circuit border with an obstacle on it.

Each obstacle has a different effect that is described on the circuit sheets where it appears, such as giving momentum, tired tokens, or wounding.

Obstacles can be hacked with a DDoS action unless specified otherwise, which is represented by placing an offline obstacle token on top of the board in the relevant space. An offline obstacle has no effect in the game.

Area terrain

Area terrain is found at the center of squares. Some of them represent hazards that flyers are flying towards, and as such they do not affect flyers until the end of each round; while others have effects during each round.

Each area terrain has a different effect that is described on the circuit sheets where it appears, such as giving tired tokens, wounding, or preventing hacking actions in their surroundings.

Asteroid Field Circuit Terrain

The Asteroid Field is the most common CoreBall circuit. In it, you can find the following terrain:

Railgun (obstacle): REACTION: After a flyer moves through this obstacle, he receives one momentum token towards the direction shown by the arrow.



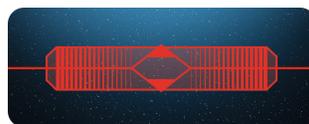
Open obstacle (obstacle): REACTION: After a flyer moves through this obstacle, he may replace it with a railgun token in either of the two possible directions.



Kinetic barrier (obstacle): REACTION: After a flyer moves through this obstacle, he receives one tired token.



Force field (obstacle): REACTION: After a flyer moves through this obstacle, he is wounded.



Debris (area terrain): REACTION: During the Resolution phase, each flyer on this square receives one tired token.



Asteroid (area terrain): REACTION: During the Resolution phase, each flyer on this square is wounded.



MOMENTUM

Throughout the course of a CoreBall match, flyers can suffer complications that may deviate them from the regular orbital course of the match. These deviations are represented by momentum, which forces flyers to move a certain amount of squares in a certain direction at the end of the round, and even push them off the board if they are not careful.

Gaining momentum

More often than not, flyers gain momentum after moving through a railgun, although there are other effects and abilities that can cause it.

When a flyer gains momentum for any reason, place the momentum token matching the relevant direction on his flyer card. If a flyer receives a momentum token in an opposite direction to a momentum token he already had, remove both tokens from his card: momentum in opposite directions always cancels out.

Momentum tokens stay on the flyer card until they are canceled out by momentum in the opposite direction, or until the flyer leaves the board for any reason, at which point they are discarded.

Resolving momentum

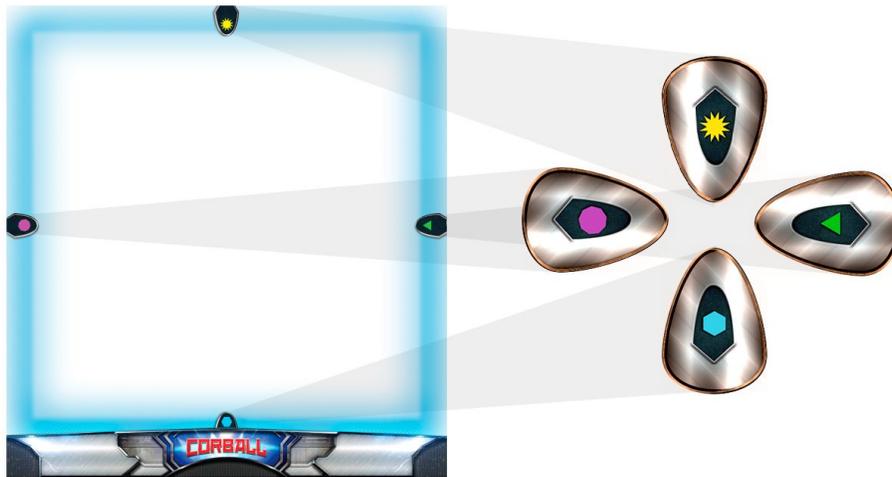
Momentum is resolved at the beginning of the resolution phase. In player order, each player must take turns to resolve the momentum of one of their flyers with momentum tokens on their card at a time until all flyers have been resolved.

Each momentum token forces the flyer to move one square towards the border of the circuit with its matching symbol. The controlling player chooses the order in which the

momentum tokens of each flyer are resolved.

A flyer will be affected by any obstacles he crosses in the process, although new momentum gained while resolving momentum is not resolved in the same round. Additionally, if a flyer is forced to move through a circuit border due to his momentum, he must leave the board and go to his controller's reserve.

Note: Momentum tokens are not discarded after they are resolved. They stay on the flyer card until they are canceled out by momentum in the opposite direction, or until the flyer leaves the board.



TEAM BUILDING

CoreBall: The Zero Gravity Sport core set is designed to provide a complete game experience and offers significant replayability. After playing a few times with the starter teams, players may wish to explore their own strategies by creating their own original teams. To do so, they must follow these steps. Please keep in mind this process can begin before you meet up to play the actual match!

1. Choose a faction that you like - either for their playstyle or their looks. The Merc faction is not up for grabs! (see step 4b).
2. Choose one to seven flyers from your faction.
3. Meet up with one to three friends to play a match.
4. During the 7th step of Setting up a Match, instead of using the starter teams, simultaneously reveal the flyers you have chosen to play and then add the following steps to the set up:

- a. Set up all of the flyer cards of the Merc faction on the table for everyone to see.
- b. In player order, if you have less than seven flyers, select one Merc and add it to your team. If you already have 7 flyers, pass.
- c. Repeat the previous step until all players have 7 flyers.

GAME VARIANTS

Three player matches

In a three player match there are no additional rules to take into account.

Four player matches

In a four player match, during the setup process you must perform an additional step. After you determine the first player, **Choose teammates:** Create two teams of two players.

During the match, flyers from both players will be considered part of the same team for all intents and purposes, except the following:

Each player will only be able to activate and control their own flyers; and each player will individually have a limit of four flyers in the game board at the same time.

Each player gains and loses Victory Points independently until the end of the match. At the end of the match, teammates add their Victory Points together and the team with the most Victory Points wins.

Additionally, teams must activate their flyers alternatively. E.g: if player A and B are teammates against player C and D; and assuming player A is the first player, the activation order would be A,C,B,D, and then A again and so on until everybody has activated all of their flyers once.

