

# Cascade Effect: The Borg Game

## Game Play:

1. Have one player role the die until a 1, 2, or 3 is rolled. Place the center field structure in that position.
2. Each player places their robot piece either on the ramp or in the parking zone.
3. The red player on the bridge goes first. That player rolls the die, and moves the number of squares that the die shows. You must roll a 2 to get off the bridge, but there is not minimum roll to get out of the parking zone. If you roll a 6, take the Cascade Card on the top of the deck and do not move your robot, score balls, or perform any other maneuver.
4. Play continues around the table, with alternating alliances going next.
5. If you wish to attach to a rolling goal so that you may score in it, you must roll a 1 or more for the 30 cm tube, a 3 or more for the 60 cm tube, and a 4 or more for the 90 cm tube.
6. Before any balls can be scored in the rolling goals (see step 7) one or both kickstands must be knocked down. To knock down the kickstand, you must position yourself in either of the two squares next to it and roll a 3 or higher.
7. After you have attached to a rolling goal, every other turn you may choose to declare, before you roll, that you are going to roll to score in your goal. Count the value shown on the die as the number of centimeters you scored, and add it to any other previous score in that tube.
8. After every player has taken 18 rolls, game play enters the end game. If a player wishes to score balls in the center field structure, they must line up with the short side of the structure and roll a 5. They must then wait for their next turn to declare that they are going to roll to score.
9. During end game, a player may position their robot at the start of the bridge, then roll a 4 or more to get on with their robot only, or a 5 to get on with their robot and a rolling goal.

10. During the end game, if a player wishes to enter their alliance's parking zone, they must position themselves in any square touching the zone, and must roll a 2 or more to get into the parking zone with your robot only, and a 3 or more to get into the parking zone with your robot and a rolling goal.
11. After all players have finished tele-op and end game, total the points for each alliance by adding the centimeters in the 30 cm, 60 cm, 90 cm, and center goals. Multiply the small tube score by 1, the medium tube score by 2, the large tube score by 3, and the center goal by 6. Add 30 points to your alliance's score for every robot and/or rolling goal on the bridge, and 20 points for every robot and/or rolling goal in the parking zone. Total the penalties received by the opposing alliance, and add them as a positive value to your score.
12. Whichever alliance has the highest total points wins the game.

#### Rules:

- You don't have to use all of your allowed moves when you roll to move your robot.
- Before a player can score balls, they must attach to a rolling base.
- You may not attach to a rolling goal that is not your alliance's color.
- No balls may be scored if a kickstand has not been knocked down.
- No kickstand can be knocked down more than once.
- If you wish to score balls, you must declare it before you roll, otherwise you must move to complete an action (such as knocking down the kickstand).
- You must roll a 1-5 to attach to the 30 cm rolling goal, you must roll a 3-5 to attach to the 60 cm rolling goal, you must roll a 4-5 to attach to the 90 cm rolling goal.
- If you wish to score balls in the center field structure, you must do it during the 6 end game rolls. You must align your robot to the side of the CFS that is your alliance color, and you must roll a 5 on the turn before you roll to score.

- You may not score balls more than one turn in a row. If you score balls one turn, and the next turn you roll a 6 and must draw a Cascade Card, you may declare that you wish to roll to score on your next turn.
- If you wish to knock down the kickstand, you must position your robot in either of the 2 squares that touch the yellow part of the center field structure on the side of the kickstand you are knocking down before the turn that you are going to try to knock it down.
- To get onto the ramp without a rolling goal, you must roll a 4-5, to get on with a rolling goal, you must roll a 5.
- You may not score balls if you are on the ramp.
- If you are trying to do an action, e.g. knocking down the kickstand or attaching to a rolling goal, if you roll the correct number, you may not move as well as doing that action.
- All robots must start either on the ramp or in the parking zone.
- Any time a 6 is rolled, regardless of what the player is rolling for, a Cascade Card must be drawn, and no turn is taken.
- If you end up in your opponent's ramp zone or parking zone, you must draw a Cascade Card.
- Every time you wish to rotate your robot to turn, it takes one move, and it must be done in the square that your robot is currently in.
- If you wish to take a rolling goal into the parking zone, you must be hooked onto it, and you must move with it to any square touching the border of the zone. On your next turn, you must roll a 3-5 to enter the parking zone with the goal.
- There is no roll needed to detach from a rolling goal. On your turn, simply announce that you are going to detach from it.

## 2 Player Modifications:

- Each player must be on a different alliance.
- Each player plays with only 1 robot game piece.
- Every fourth turn, each player must roll two dice and use the values shown as coordinates (on die for each coordinate). Move your unused alliance robot piece to that position.

- Any penalties gotten by the unused robot pieces goes to the alliance whose color they match.
- All other normal game play procedures and rules apply.