



In the year 2085 all world problems have been quelled by the establishment of huge corporations which control the world's resources. The worldwide masses are pacified and violence is outlawed across the globe. In order to stem violent behaviour the corporations needed a way for violence and aggression to be diverted away from everyday life, so they created the ultra-violent game of RollerBall and thus organised the RollerBall World Series. This strategic game, in which players are frequently killed, is a combination of military war games, motor racing, rally cross, and gladiatorial combat. The creation of RollerBall by the corporations was a masterstroke in uniting the world and channelling violence and aggression in one direction, that of the opposing RollerBall team.

# How To Play RollerBall

## Game Start

When you enter the server, when you get killed, and at the start of every round players spawn in one of four launch tunnels. When you spawn just hit the arrows and fire yourself into the arena.



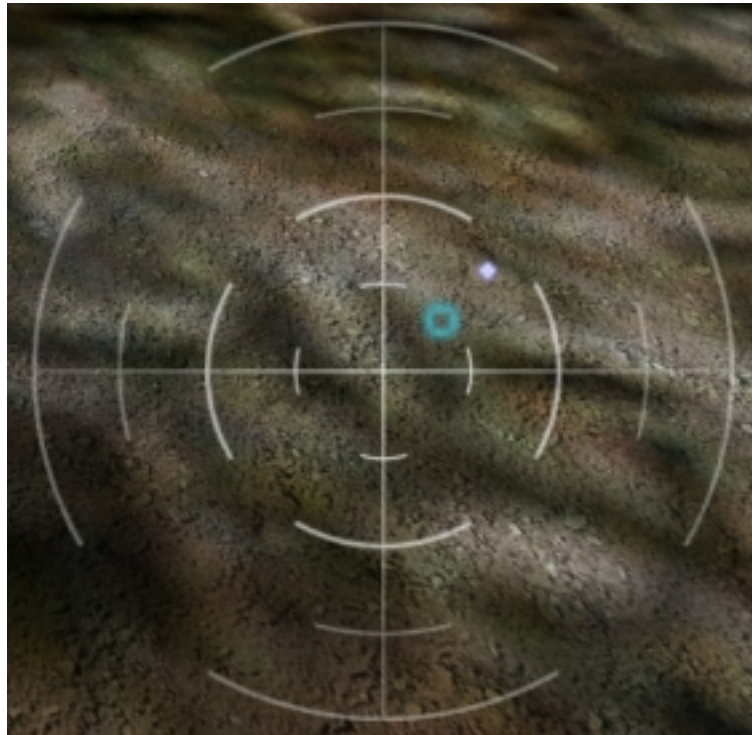
When you enter the arena the first action is to activate the RollerBall. The game also tells you to do this in a message at the bottom of the screen. To do this follow the dot on the radar and this will lead you to the chrome RollerBall activation gate. Note the dot on the radar is the Same location as the gate. When this gate has been entered it disappears from play. The chrome RollerBall activation gate, looks like this.



When you enter the gate the RollerBall spawns in one of a number of predetermined places and shows on the radar as a white dot, at this point there is no other information on the radar.



Now go and pick up the RollerBall and take it to your team's goal activation gate. As soon as you pick up the ball the radar immediately shows you the direction of your team's gate. The game also tells you to do this in a message at the bottom of the screen.



Take the RollerBall and  
Activate Your Teams Goal!

Whichever team has the RollerBall the dot on the radar always moves to show you where to go or put another way where the defending team have to go to swipe the RollerBall.

The Blue team's goal activation gate looks like this



The Green team's goal activation gate looks like this



When you enter your team's goal activation gate four things happen. First off your team's goal will now be active and the goal will appear on the map. All goals are air goals and located between or near jump ramps.

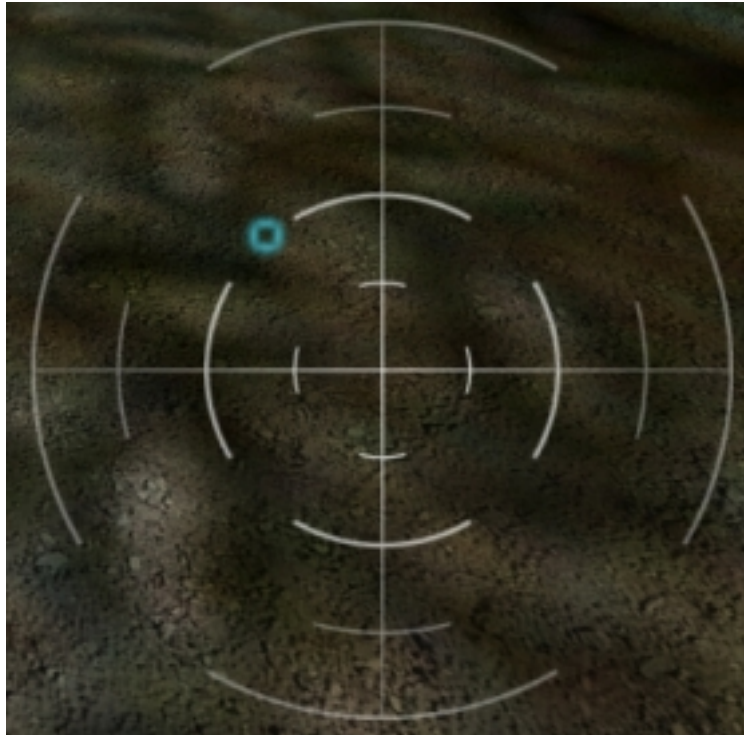
The Blue team's goal looks like this



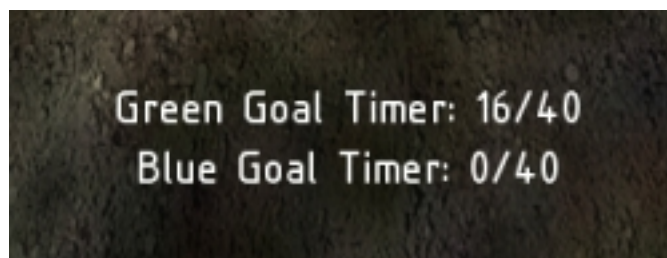
The Green team's goal looks like this



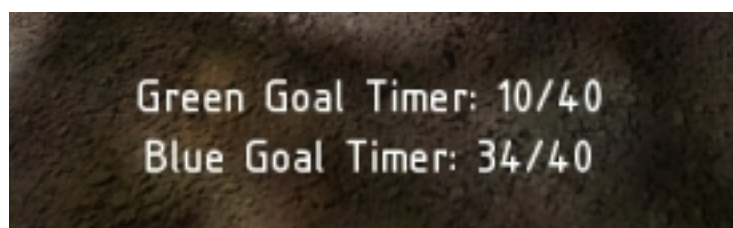
Second the dot on the radar will show you where the goal is located and where you must go in order to score.



Thirdly, and most important the goal timers will appear at the bottom of the screen. This shows how long your team's and the opposing team's goal will remain active for. The timer is in seconds, the picture below shows what the goal timers look like, and in this example the goal will remain active for 40 seconds with the green goal already 16 seconds elapsed.



In this example the Blue team only have 6 seconds left before the goal deactivates and the Green team still have 30 seconds left to score.



When the goal time expires the goal will be deactivated and will disappear from the map, your team must now reactivate the goal by again entering your team's goal activation gate.

Fourthly when you enter your team's goal activation gate the gate will change to a coloured chrome gate. When you enter this gate your tank will have super speed for 10 seconds. During this time your tank skin will change to yellow, when the 10 seconds is up it will revert back to your team's colour (Green or Blue). If your team do not score within the time allowed the coloured chrome gate changes back to your team's goal activation gate.

The coloured chrome gate looks like this, note the yellow tank skin.



After every goal the game is reset and all players re-spawn in one of the four launch tunnels. Again hit the arrows and fire yourself into the arena and play a new round of RollerBall.

The scoring in RollerBall is simple. Team points are only awarded when a goal is scored, you do not get individual points for scoring. Individual points are awarded and taken away for kills or being killed just like in battlemode.

Enjoy RollerBall



# RollerBall Credits

Original gametype idea	Rooster
Game type development	Dazzle & Canned Splam
All RollerBall gametype scripting	Warfare & Canned Splam
Mission file scripting	Dazzle & Canned Splam
Static dts objects creation	Dazzle
Animated dts objects creation	Dazzle
TGE map creation	Dazzle
Skins for gates, goals, and tanks	Dr Sawbones
Terrain skins	Dr Sawbones & Dazzle
Skins for dts objects	Dr Sawbones & Dazzle
Weapons	Dazzle
Emitters	Dazzle & Big Show
Sounds	Dazzle
Voice of RollerBall	Feathers McGraw
RollerBall GUI Admin script	Canned Splam & Warfare
Admin Script GUI skins	GQ

Special thanks to all the testers of RollerBall over the last few months including LONEWOLF(UF), (UF)ChorinicIce, GQ-Shooter(UF), DrSawbones(UF), w00t, CrapBlaster™, Feathers McGraw and others.

Also thanks to 56k Lag Man for giving us a pointer in the right direction.

# RollerBall Features

Brand new RollerBall gametype script  
Specially created RollerBall Admin script  
4 specially created RollerBall arena style maps, Houston, Madrid, Moscow, Tokyo  
80 new static dts objects (including walls, fences, place names, posts, and banners)  
17 new animated dts objects (including power ups, control tower, flags, rollerballs, and billboard)  
19 New terrains  
4 New Ammo gate skins  
4 new tanks skins  
4 new arrow and boost pads skins  
5 new scrumgoal skins  
36 new sounds (game sounds, explosions, power up vox, teleport, boost arrow, jump pad)  
8 new weapons  
11 new weapon projectiles  
11 new weapon explosions  
12 New reticles  
11 new emitters