

Sport Prototype

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Game Design Course, September 2016

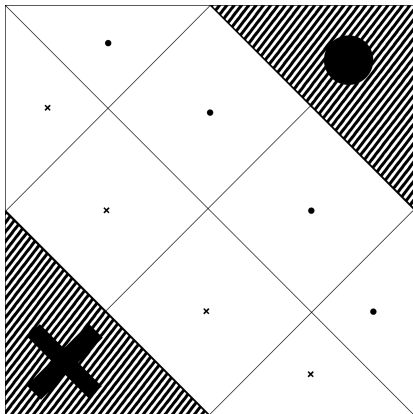
Players

The game consists of 2 teams with 3 players in each team.

Round Goal

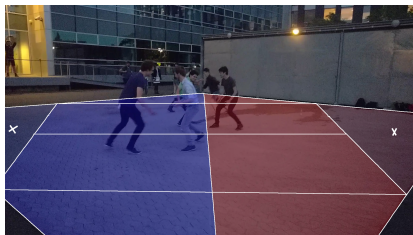
The goal of each team is to steal the opposing team's stick and bring that stick back to the base controlled by them. By doing so the team scores one goal.

Field



- Sticks are positioned in the center of the home bases.
- The field consists of home zones, center zones and side zones
- Half of the field belongs to team x and the other half to team o
- At the start of each round teams are allowed to start anywhere inside their zones.

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Round

The Beginning of the Round

In the beginning of the round the teams are trying to reach and steal the other team's stick.

Round

The first stick is picked up

When the first stick is picked up by either team the attack begins. If the defending team successfully eliminates the player that holds the stick the defence is successful and the round restarts. The player that holds the stick is able to give the stick to another teammate. In addition, he/she is able to throw it on a teammate, and he/she has to catch it while being on the same zone the first player was (this rule does not apply to the side zones where players can throw from the one side zone to the other). If at any point the stick touches the ground the round resets.

Round

The second stick is picked up

In case the second stick is picked up while the other team is still attacking then the round will reset only if both sticks are successfully reclaimed (either by elimination of the player who is holding it, or by touching the ground). The scoring team is the one that will take the stick first to its home zone.

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- Whenever a player is in control of a stick, his/hers ribbon can be freely removed by any player.

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- In any other case removing a ribbon from a player is consider a foul.

Match Goal

- Time

Match Goal

- Time
- Best out of 5

Match Goal

- Time
- Best out of 5
- volleyball system