



WAR INC. ROLLER GAMES

Adaption for Roller Rumble

History:

In 1989, television producers David Sams and Mike Miller teamed with Roller Games owner Bill Griffiths, Sr. to create a modern version of Roller Derby marketed as 'Rock and RollerGames'. It was broadcast for one season only and was essentially a special made-for-tv event rather than a traditional Roller Derby contest.

Rules:

The show took place in the "Super Roller Dome", where all matches were recorded. Instead of a banked oval track, a figure eight track was used with one side heavily banked. It included obstacles such as the "Wall of Death" (which was located on the heavily banked side) and the "Jet Jump". The only ones who could score during each 45-second scoring cycle (jam) were the "jetters" (jammers), who wore helmets and got six points if they got above the top line for three steps on the Wall of Death, and two points if they got between the two lower lines for three steps. The "Jet Jump" had a 12-foot marker that allowed six points if the jetter jumped past it, and two if the jetter landed in front of it. In either case, the jetter had to land safely. Also, there were only four skaters per team on the track at a time (instead of the usual five) and the blockers were called "power guards".

The rest of the cycle involved traditional roller derby elements of scoring one point for every opponent lapped. The players got as many 45-second cycles as possible within four six-minute periods (cut down from eight 12-minute periods in traditional roller derby). The team with the most points won.

If the two teams were tied at the end of regulation the term 'sudden death' overtime got a new meaning as two skaters would skate around a pit full of live alligators. The first skater to skate around the pit five times or to throw his or her opponent into the alligator pit was declared the winner.

Instead of a penalty box, skaters that committed misdemeanors sat in a "penalty pod". Because the rules stipulated said there always had to be four skaters on the track, a jetter got one bonus point each time they passed an opposing skater inside the pod.

The men skated periods 1 and 4 while the women skated periods 2 and 3.

Thus, a summary of the key rules is as follows:

4 periods @ 6 minutes each;
5-6 skaters per team with 4 on the track at any given time;
Men skate periods 1 & 4, Women skate periods 2 & 3.

Point Scoring:

Wall Of Death and Jet Jump: 6 points, 2 points or 0 points;

1 point for each skater passed;

1 point for passing the penalty pod with a penalized skater in it.



Here are the home-brewed rule adoptions for playing a War Inc. RollerGames contest with Roller Rumble:

Teams:

I created two special game boards and since RollerGames only employed 4 skaters per team the positions of skaters 4/5 are combined into one position. It is also the position of the designated jettors and since they were the key players it is a true representation that they may get called upon more than the other skaters during the FAC actions.

Point Scoring:

On the special boards I have retained the original Roller Rumble spaces but I have named the first one after the Start space after the Wall Of Death and the second one after the Jet Jump. The regular jam ones remain as they are except

for the name change to Cycle/Power Cycle. To simulate the 6 and 2 point scoring on the Wall and Jump score points for the FAC movement as follows:

Whenever a jetter reaches the Wall and/or Jump space due to a Quality (fast, agile, mean, etc.) in the Skate section of the FAC = 6 points;

Whenever a jetter reaches the Wall and/or Jump space due to a Quality in the Action section of the FAC = 2 points;

Whenever a jetter reaches the Wall and/or Jump space in either the Skate or Action section through any description that is not a Quality (e.g. TV Rating, Home team cheered on by crowd, etc.) = 0 points

The actual jam scoring is resolved as normal. Tactically a team may opt more for the immediate Cycle (jam) option instead of going for a Power Cycle (jam) in order to prevent the opposing jetter from reaching a Wall/Jump space.

Penalties:

Whenever a penalty is called remove the skater from the board and replace him with a substitute for the regular FAC timing. If you reach the Cycle space during a penalty 1 point is automatically added to your score.

Sudden Death Overtime:

Nominate 1 male skater per team and place him in any one space from 1-4 (away team chooses first). Use all FAC cards and resolve the action as per regular gameplay ignoring all results of empty spaces. The skater who reaches the Power Cycle space first is deemed to have completed 5 laps and wins the Sudden Death Overtime. If however, a penalty is called against a skater he is deemed to have dumped his opponent into the alligator pit and he wins the Sudden Death Overtime.

This game adaption includes:

- Rules
- 2 x Game Boards
- All 6 Teams from the 1989 season

The teams were:

- The world famous, world champion Los Angeles T-Birds
- The Hollywood Hot Flash
- The Rockers
- The Maniacs
- The Violators
- Bad Attitude

Scoring was always high, similar to old NBA scores ranging from 80s – 140s. The show also had an All-Star Game in which the best skaters from the T-Birds, Hot Flash and Rockers formed the "Western Alliance" while the other three teams made up the "Eastern Empire".