

Rollerball Expansion 2



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Ball Changer Cards

Jump

- Number of cards in deck: 5
- Unlike other cards in the game, this card automatically causes any ball that moves on top of it to be in Down mode if it isn't already, and keeps the ball down until it leaves.
- When a ball leaves this card and the space it moves onto is not another Jump card, it is regarded as jumping.
 - A ball is jumping for as many contiguous squares of jump cards as it has gone through. i.e. if there are two jump cards next to each other on the same track, the ball will jump for the next 4 spaces.
- While jumping, a ball is regarded as Up and ignores any counters on the board, only following the original track on the board.

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