



THE TLG RULEBOOK

ROLLORS

 2-6 Players

 15-20 Minutes per Game

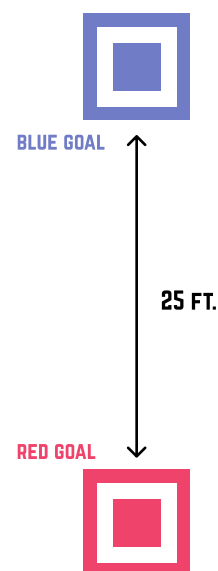
 25 ft. length, 10 ft. width

BEFORE YOU PLAY

Rollors can be played with from 2, 4 or 6 people that are split into 2 equal teams. There are 2 goals and 6 rollors, 3 red and 3 blue. There is also a 5 foot measuring cord. Position the red and blue goals 25 feet apart on level terrain.

HOW TO PLAY

Each round, players from each team roll their rollors at their opponent's goal, i.e. blue rollors are rolled at the red goal and vice versa, attempting to get their rollors as close as possible to the goal. Play proceeds in turns until all 6 rollors have been rolled; blue goes first. The rorlor should be rolled on the edge, with a wind-up and release as in bowling. The rorlor must touch the ground with in 4 feet of the release.



SCORING

Only the team with the rorlor closest to the goal scores each round (the measuring cord may be used to assist in determining which player is closest). If there is a tie, neither team scores. The scoring team receives points for each rorlor within a 5 foot radius of the goal:

Rollors that land on their side - receive points equal to the number showing

Rollors that stop on their edge - receive points equal to the sum of the numbers showing

Rollors that come to rest on the goal - receive points equal to double the number showing

Each following round is begun by the team that scored last. **Typically games are played to 21 (hit or exceed), win by 2.** For added challenge, try adding obstacles or uneven surfaces to the field! A children's variation can be created by shortening the field and scoring all rollors within 5 feet each round (not only the closest team's rollors).