

BATTLE SPHERES

RULES & GUIDE

GENERAL RULES

WIN CONDITION

Be the first team to **eliminate all** of the opposing teams **active players**.

RULES OF PLAY

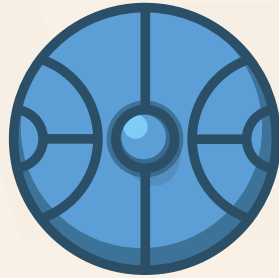
Every player starts from the inactive player area (IPA) and each player starts with a blue battle sphere (BBS).

Players are trying to eliminate the opposing players. This can be done by **hitting an opposing player with a battle sphere or catching an opposing players battle sphere**. Note: If your battle sphere hits another surface before hitting an opposing player it does not count as an elimination.

The game of Battle Spheres also features three different spheres. One Standard Sphere that stays in play during the entire match. And two specialty spheres that each have different properties. **The specialty spheres despawn after use**.

Battle spheres can be deflected by other battle spheres. A deflected battle sphere is still live and can eliminate an active player, or reactivate an inactive player if caught in the IPA.

BATTLE SPHERES



BLUE SPHERE

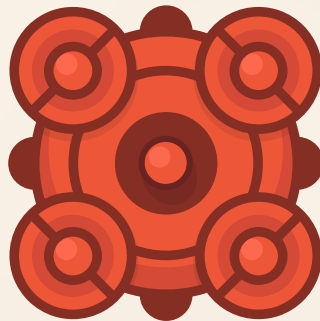
The BBS is the standard battle sphere. The BBS does not despawn after use and is in play the entire match

Key Features:

Good Handling

Light Weight

Average Speed



RED SPHERE

The RBS is a high risk high reward battle sphere. Also known as the “cluster bomb” the RBS launches smaller battle spheres, known as cluster spheres, upon impact.

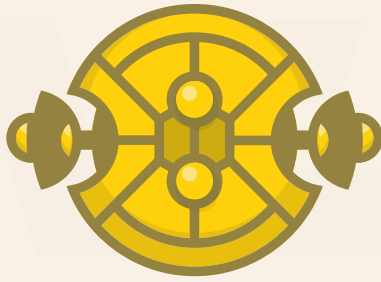
Key Features:

AOE eliminations

Heavy Weight

Slow Speed

BATTLE SPHERES



GOLD SPHERE

The GBS is a dependable but rare battle sphere. It's homing capabilities are what make it a point of much contention in the BS arena.

Key Features:

Homing

Light Weight

Fast Speed

SPAWN CHANCES

A battle sphere can spawn in the ball pit every 6 seconds. **There is a 10% no sphere spawns.**

Red Sphere:

70%

Gold Sphere:

20%

THE ARENA

INACTIVE PLAYER ZONE

Often referred to as “the pin” this is the area where players first begin the match and where eliminated players go and wait to be reactivated. ***If an Inactive player catches a stray ball from the opposing team they will become reactivated.***

TEAM ZONES

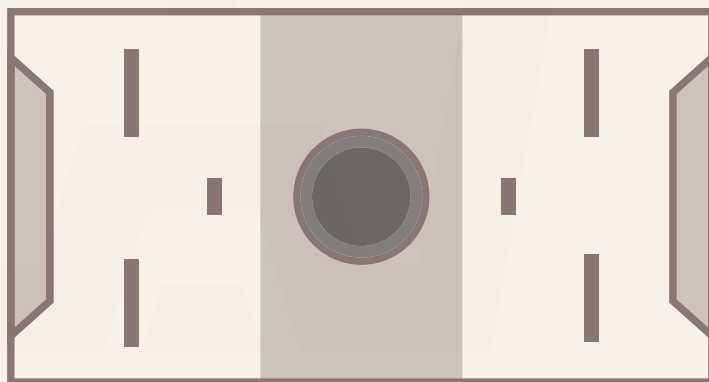
These are the two areas that can only be occupied by the designated team’s active players. The team zones also include barriers that can supply some cover from incoming battle spheres.

FREE ZONE

Commonly referred to as “the dead zone” this area is in the middle of the arena. ***Players from either team*** can freely occupy this space.

SPAWN ZONE

Known to seasoned players as “the pit”, this small circular pit is located in the center of the arena. This is where the specialty battle spheres have a chance to ***spawn every 6 seconds.***





**NOT QUITE
TEAM DEATHMATCH**

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