



GellyBall Games & Objectives

Check for an [updated version of this document here](#). Last updated: Mar 1, 2022

5 on 5 is a good number of players for one staff member to manage. This is an ideal number for indoor and outdoor depending on arena size and layout. Run organized games whenever possible to limit ammo and battery usage and potential damage from players. If a particular game doesn't work well, try to adjust your instructions or the rules and try again. If it still doesn't seem to work, finish that round and move on to another version.

More players generally require more space and more bunkers. Consider running multiple fields for large events over more players per field.

Typically, switch sides after each round, repeating the same game. You should be able to play the same game multiple times depending on how the players are responding. Most games we can run for 15 minutes before having to move on to another objective. If you have to swap players in/out, just keep playing the same game until every player has played it before moving on.

- General Instructions:
 - Players - Anytime you are hit, hold your gun in the air and follow the other instructions for that game.
 - Players - Do not shoot people with their gun in the air.
 - Players - Call yourself hit. If you fail to call yourself hit, your friends will get ticked. You can spend your time arguing or you can spend your time playing.
 - Players - Do not cross the centerline (or cone or barrel) until instructed
 - GellyBall Recommendation - do not reload ammo **during** a game. Also do not let players reload themselves. They will inevitably break things.
 - For parties: after about 3 games, start telling players that they can have a reload if they have less than half ammo hopper. Combine partials and re-use to keep track of how many total hoppers are used.
 - For walk-in, public or high-throughput events with organized game play, where the players pay per hopper - encourage them to manage their ammo to last a whole game.



1. Team Deathmatch (Basic Team Elimination) – This usually goes very fast at first. Tell the players it will go fast, because they instantly don't like the idea of being out of the game quickly. It gives everyone a chance to experience shooting, being shot and what the arena is like. Play "once you are hit you are out. When you are out – Hold your gun up in the air and walk to the side of the arena next to the ref" This game takes 1-2 minutes then we switch sides and do it again. Use the centerline rule; do not cross the centerline (or center cone, or barrel or bunker). Play, switch sides, repeat until you sense the players are ready for something else. You should be able to repeat this for 15 minutes.

2. "Freeze-Tag Rules" – When you are hit, you are frozen. Stand still where you were hit with your gun high in the air. Your teammates can tag you back in. The game is over when one team is completely frozen at the same time; the other team wins. Do not shoot people who are frozen. Use the centerline rule; do not cross the centerline (or center cone, or barrel or bunker). Play, switch sides, repeat until you sense the players are ready for something else. You should be able to repeat this for 15 minutes. *Typically you need 4v4 + for freeze tag to work well. It can be done with fewer but you may find it not working well. If it doesn't work well, finish that round and move on to another version. ***What about when there aren't enough players for freeze tag rules?*** – Instead of being frozen when you get hit, we make the players go back to their base to "re-spawn" – They have to hold their gun high and walk back to the base, touch the wall, line, bunker, cone etc.. and then they are back in the game. This is referred to a "Back to Base"

3. Assassin (or Spy etc) - Continuing with Freeze-Tag Rules and the Centerline Rule, tell the teams that they can each pick ONE player who can cross the centerline. That player is the "assassin / spy". If the player gets hit behind enemy lines, they cannot be saved that round. If that player gets hit within reach of the centerline, their team can reach across to unfreeze them but may not cross the line. Play, switch sides, repeat until you sense the players are ready for something else. You should be able to repeat this for 15 minutes.

4. Capture the Flag - There are multiple versions of Capture the Flag. You can also run it with Elimination, Back to Base and Freeze Tag rules. Obviously, remove the centerline rule for most versions of capture the flag. You can also decide what happens to the flag that is held by a player who gets hit. Elimination rules means when a player is hit, they are out. Back to base means when a player is hit, they have to hold their gun in the air and walk all the way back to their base (designated area) and then they are back in. Freeze tag rules of course mean the player is frozen when hit and must hold their gun in the air and wait for help. The flag may have to go back to the base, the flag may be able to be held by the frozen player or dropped where the player was hit. It is your choice to try these variations.

- 2 Flags - Each team has a flag of their color (red / blue). Each flag is placed at the back edge of their side. The objective is to get the other team's flag and get it all the way across the back line of your side. The game is over when one team has captured the other team's flag and successfully crossed their back line (or other designated area) with the other team's flag.



- *Option:* require the team to have their own flag AND the other team flag behind their back line to win. In this case, they may need to get back across the field to recapture the flags.
- *Option:* Each team hides their flag on their side of the arena (must be visible without moving anything – you may need to check the flag locations before starting the round because some players hide it too hard or not visibly). Find the other team’s flag and bring it to the ref to win. When one team is completely frozen, the other team has 20 seconds to find their flag undefended. If they fail, everyone has to retreat back to their side and the frozen team all get unfrozen and have to head back to their side. If someone is frozen while carrying the flag, a teammate can unfreeze them. The flag does not have to go back because it was hidden to begin with. If the action slows down and the flags are not being found, start a 1min countdown and call it a draw – usually after 4-5minutes of play). Switch sides and repeat. Often asked question: can the flag be on a person? - we play “yes” as long as we can see (and grab) part of it without moving anything.
- 1 Flag - there is one flag that must be taken to a designated area of the field. Try Elimination, Freeze Tag and Back to Base options.
 - *Option:* The one flag goes in the middle of the arena and both teams (starting on opposite ends) are going for it. This game should go quickly. Works better on larger play areas.
 - *Option: **Attack and Defend*** - The one flag goes on one end of the arena. One team is defending the flag and the other team is attacking. Set a time limit. The defenders win if they survive all of the time while the attackers win if they capture the flag and get it back to the designated area of the field. Play Elimination and Freeze Tag.
- 3+ Flags - there are 3 or more flags (or glow sticks or other items) in the center of the field. The first team to collect 2 (or whatever number you want) into their bin or designated area at the back of their side of the field wins. If you are shot holding an item, you must return it to the middle and start back at the base again (or freeze tag rules).
 - Alternatively, many items (like glow sticks) can be strewn about the arena. Players may collect one at a time and deposit them into a container near the ref or at the backside of their field. With a time limit or when there are no more items to pick up, the winning team has the most items collected.

5. **Dodge Ball** – when you get hit, you are out and must step to the side of the field, but when an opponent gets out, one of your team can get back in. Game is over when one entire team is out (backup plan is a time limit).

6. **Target Shoot** - There are a ton of possible variations for this. Set up targets using just about anything: wiffle balls on traffic cones, cups on tables, electronic nerf targets, the GellyBall IPS. Target games can be targets only, or combined with shooting at other players.



In Arena / Play Area: The IPS system works best for this. If you do not have an IPS, have some [inexpensive electronic targets](#) from amazon (each has 3 paddles which all have to be knocked down in order for a point to register and the target to reset). 2-4 electronic nerf targets are marked for red and 2-4 for blue. Place the targets in a way that the players must enter the opposing side of the field in order to hit their target to score points. Play with freeze-tag or re-spawn rules. Usually play a 2 minute game and then add up the points displayed on the electronic targets. Switch sides and move the targets to play again. Can repeat by moving the targets and switching sides again.

In Arena / Play Area: Have different colors of wiffle balls on top of traffic cones (or just about any object color coded). The more targets you have, the longer the game. Each team is trying to knock down their targets. The game is over when one team knocks over their final target.

Side Game - like the shooting booth with IPS, set up any version of a 1v1 target competition. Ideally use something that resets itself but when necessary you can use balls on cones or plastic cup pyramids or in a pinch, use empty hoppers standing on their top.

Very small kids: When a bunch of little kids come in (under 8), run timed trials one at a time – they compete for the most points in a minute without shooting anyone or getting hit. This gives them time to see, feel and hear everything. After 1-2 rounds of everyone going and cheering each other on (all players are in the arena during it and assist with countdowns etc... – they are anxious to shoot each other.

7. **Relay Races** – There are a variety of options to run relays between teams. Use simple targets like plastic cups or balls on cones (red v blue) – the teams line up and one player at a time runs through the arena shooting down the cups (put them on bunkers or something). THEN the next player on each team has to run through and set them back up and then the next player has to shoot them down again. Go through the entire team until they have each shot and set up the targets and the first time to complete it wins. There are many other options for relay-style races with GellyBall.

A more simple version is to have 1 cone/ball (target) for each team. The players line up and the first one on each team shoots the ball off their cone. That same player then must run to the cone and reset the ball and run back before the next player on their team can pick up the blaster to shoot the ball again. The winning team gets through all of their players first.

8. **IPS – GellyBall Scoring System** – the IPS system is an electronic scoreboard with wireless spot sensors you can place around the arena. You can select a few different game modes and have players shoot at their color target to rack up points. There is also an option for the players to wear vests which can hold the spot sensors – and therefore points are achieved by shooting other players on the sensor. The IPS has 10 different games built in (4 points levels 10, 25, 50, 100 and 3 preconfigured games on HIT mode and 3 preconfigured games on IPS mode).

9. **3 lives** – Use flag football belts (with 2 flags each). Each player has 3 lives. When they get hit, they have to turn in one of their flags to the ref (as if they were eliminated), when they have no flag left to turn in, they are out for that round. You can buy inexpensive flag football sets on amazon.



Alternatively, you can play where players collect flags of their victims and the player or team with the most collected flags at the end of 2 minutes wins. This can work as free-for-all or teams. When a player gets shot, the player who shot them takes one of their flags, the shot player can be frozen or return to base to re-spawn, your choice.

10. **Run 1-on-1 or 2-on-2 Tournament.** 1-on-1: When one player gets hit, they make it known and the round is over. The players switch sides. 2 points wins, (best out of 3 if 3 rounds are needed). Same for 2-on-2 but both players on a team must be out before switching sides and going to round 2 (and round 3 if necessary). Tell the players to keep moving and not hunker down. Run multiple rounds and keep track of winning teams to advance. If you play a 2v2 tournament- the winning duo should battle it out against each other in a final 1v1 game.

11. **TEAM LIVES (or Red Rover)**– This is a team event but only one player from each team plays at a time. Each time lines up outside the field on their side of the field and sends in one player. When a player gets hit, they are out and make it known. The game pauses while both players retreat to their side of the field. The hit team sends in a new player, the player who won that round stays in to take on the next challenger. This is similar to a 1v1 or 2v2 but keeps it as a team event.

12. **Single Gun** – Each team only gets 1 gun with 1 hopper of ammo. Play “Team Lives” or “Red Rover” style but the entire team is stuck using the same gun/ammo so they have to try not to waste it.

13. **Gun Fight (Hunger Games)**– Hide 2-4 guns around the arena, and send 2-4 players in to find a weapon to defeat their opponent. To mix it up, have them spin around before entering the field to make them dizzy.

14. **Red-light / Green-light**– One team lines up on one side of the arena without guns. Their goal is to get to the other side of the arena without getting hit. When they get hit they are out. The other team lines up on the other end of the arena with guns but facing away from the play area. The Ref calls out red-light / green light and the running team can only move when it's green light. The running team needs to get behind bunkers or to the other side before the Ref calls Red Light again. The shooting team turns around and shoots only when “Red Light” is called and stops shooting when the Ref calls “Green Light”. A player or team wins by crossing the designated line without getting hit. Make it an individual winner or keep track of how many from each team cross over the designated line and name the winning team who had the most players successfully cross without getting hit.

15. **Quick Sand (Stand Still)** - All the players enter the field and find a starting spot anywhere. When the game starts, players cannot move their feet. Every 15-30seconds or when the play slows down, the ref calls out for all players to take 2 steps. Players are eliminated when hit. Can be a team game or ‘every player for themselves’.

16. **VIP (or Protect the President).** Each team selects a player as their VIP. That player may or may not have a weapon (your choice, try both ways). The object is to shoot the other team's VIP. Try



variations of freeze tag (for the non VIP players), back to base and elimination. The game is over when one of the VIP's is shot.

17. **Hostage** - Each team selects a player as a hostage and trades that player with the other team. The hostages are unarmed. Each team must keep their hostage alive (don't let them get shot) while attempting to rescue their teammate from the other team. Experiment with variations of elimination, freeze tag, how to rescue the hostage, how to tell if a hostage got hit and having only one team with a hostage at a time instead of both. A team loses by allowing the hostage to get shot or to be rescued by the other team.

18. **Traitor Town** – assign random innocents and traitors (only 1-2 traitors) and no one knows who is who. Traitors sneak around and try to kill innocents undetected. Innocents try to identify and kill traitors (TTT, trouble in terrorist town). This game is much more advanced play – less shooting and more deception. Add a “detective” who can ask dead players whether they were innocent or traitors. Google airsoft TTT for more details. Works best with adults who wear only safety glasses so they can communicate clearly.

19. **Gauntlet** – players find a spot in the arena and cannot move. One other player at a time tries to make it through the arena without getting hit... Works best with fewer participants at a time.

Can be a timed event using a stopwatch to see how long the runner lasts before getting hit.

Can be a maze or set course to see if the runner can make it through without getting hit.

20. **Four Square** - Can be played as 2 teams or 4 teams. Works with 1-3 players in each quadrant (4-12 players total). If you have a number of players that makes the squares uneven (not divisible by 4), then assign the better players to play shorthanded. Divide your arena into 4 sections, clearly marked with cones or tape etc. Assign players/teams to specific corners which they cannot leave. Play elimination or freeze-tag rules. When a winner is decided for each round, rotate all the teams to the next corner/quadrant. You can play this game 4 times (each team/player plays from all 4 corners). Then you can change teams up and start again.

2 Teams: Divide the two teams in half so you have 4 groups. The teams are still working as a team but are divided diagonally on the field. Players must stay in their assigned corner/quadrant.

4 teams: works well with 4 / 8 / 12 players - each quadrant is its own team.

21. **TBD**: Similar to Red Rover / Team lives - this is a Free-for-all alternative. 2 players begin in the arena, every 30 seconds another player is added to the arena. No players exit. Can be free-for-all rules or use elimination or freeze tag.

22. **Free-For-All**: The grand finale of private events is usually a free-for all. Players may ask to do a free-for-all from the very beginning. Avoid it as long as possible as it usually burns ammo and battery. Players may all start with a full hopper or they may be stuck with whatever they had left from



the previous game. They are out of the game when they run out of ammo or when they get tired of being shot. “No Teams, No Tears, No Hits, No Outs”