

GellyBall Owners Manual

Instructions & Tips

This manual is intended to be as comprehensive as possible and will be updated periodically.

This manual may be provided to both GellyBall Official Organizers (from here on GOO) and to non GOO who have purchased a significant amount of GellyBall equipment. This manual may reference aspects of GellyBall which may or may not apply to all GOO, users and owners. References to warranty, for example, may not apply to every owner or product. Check with your Master-Dealer, GOO or GellyBall exclusive distributor for warranty details. Gellyball Official Organizers (GOO) should check with the GellyBall corporate office about the warranty programs available.

Does GellyBall hurt?

GellyBall is lower impact than paintball and airsoft. Getting hit with a GellyBall is like a solid snap from an elastic band. Everyone reacts to the impact differently. We recommend dressing in layers so players can decide how much impact they want to feel. Close range combat can result in red marks on skin but in our experience they are not as painful like the bruises and welts from other action sports. We have children of 5yr old that play through like it's nothing, and we have adults who squeal with every hit, and everything in between."

Gellyball official organizers (GOO)

Sign up on www.gellyball.eu to access the dealer store online!

Sign up for WRAP Ammo Subscription by emailing wrap@gellyball.eu

Request access to the GellyBall Dealers Facebook group: 'Gellyball Dealers'

This manual was adapted by GellyBall Europe BV and may not reflect the official position of GellyBall LLC the company.

Neither GellyBall (the companies / brand) nor any GellyBall Master-Dealer nor any other third party is liable for the end user's use or abuse of GellyBall equipment, accessories or information. All safety measures must be maintained. All liability belongs to the user and/or end purchaser of the equipment. Follow all instructions for these products at your own risk. Follow all instructions on recommended products accordingly.

Warning:

- **ADULT SUPERVISION REQUIRED. MISUSE OR CARELESS USE MAY CAUSE INJURY TO THE EYE.**
- **ALWAYS CONFORM TO ALL LAWS. RECOMMENDED FOR AGES 5 AND UP UNDER ADULT SUPERVISION.**
- **DO NOT CHANGE THE COLORATION AND MARKINGS OF ANY GELLYBALL BLASTER TO MAKE IT LOOK MORE LIKE A FIREARM**
- **CAN CAUSE EYE INJURY. ALWAYS WEAR EYE PROTECTION. READ AND FOLLOW ALL INSTRUCTIONS.**
- **CHOKING HAZARD: DO NOT EAT GELLYBALLS**

Gellyball Equipment Owners

If you are not an authorized organizer (GOO), you may not have access to those resources. Speak to your GOO for assistance.

Table of Contents

	Page
<u>GellyBalls</u>	3
Hydrating	3
Measuring	3
Straining	4
Loading	5
Storage	6
<u>Batteries</u>	8
About	8
Safety	9
Installation	9
Removal	10
<u>Gellyball safety</u>	11
Providing instructions	11
<u>Damage, Malfunction & Warranty</u>	12
<u>WRAP</u>	15
<u>Gameplay</u>	16

GellyBalls

GellyBalls are super-absorbent, non-toxic, biodegradable beads of sodium polyacrylate. They contain no paint or stain and require no cleanup outdoors in most scenarios and minimal cleanup indoors, depending on type of ammo used as well as type of flooring and other surfaces. They are safe for humans, animals and plants. Indoor cleanup may be unnecessary or is as simple as wiping down affected items with a rag to remove the tiny bit of moisture & gel while vacuuming dried gel-particals (which are primarily unseen after evaporation). Do not consume or encourage consumption of GellyBalls.

Hydrating GellyBalls

(Additional info for GLOW / UV / Tracer Ammo is down further)

Tips:

- Use more water than required.
- Too little water may result in under-hydrated GellyBalls.
- GellyBalls will not over-hydrate and can be soaked for long periods of time.
- Hoppers hold about 700 hydrated GellyBalls. Do not hydrate GellyBalls in the hopper.
- Using warm/hot water may speed up the hydration process.
- Use a paint-strainer net during hydration to make straining easier *(see section on straining)*.



Measurements:

- 56 gram of dehydrated GellyBalls is about 10,000 GellyBalls (use about a 5 liter of water to hydrate).
- 1400 gram is 250.000 gellyballs (dehydrated)
- Typical 1hr parties with 10 players at a time (running organized games) use around 28.000 GellyBalls. (4 grenade hoppers per player)

How to Hydrate:

- Soak the GellyBalls in the provided bucket in water for 3hrs.
- Keep covered and out of the sun, indoors if possible.
- 2 hours is typically sufficient, however temperature and exposure to sunlight can affect the evaporation of your water. When in doubt, add more water and let soak for another hour.
- It is best to keep the water level above the GellyBalls to ensure proper hydration.

- Soaking overnight or for longer periods of time is fine too. Ensure the water level is above the GellyBalls in the container and use a lid.
- GellyBalls are designed to stay at the proper size, so over-hydrating is not a concern. It is better to use too much water than too little during hydration.
- 12,5 liter bucket method: For large batches use the paint- strainer net.
 - 1) insert the net into your bucket.
 - 2) wrap the elastic band around the top of the bucket.
 - 3) pour the dehydrated GellyBalls into the paintstrainer net and then fill the bucket with water. This simplifies straining in the next step.



Straining GellyBalls

(Very important!)

- Before loading GellyBalls into hoppers, strain the ammo very thoroughly of excess water.
- Drain all excess water before loading with a strainer or straining net.
- Failure to strain all excess water will result in malfunction and/or shortened lifespan of the blaster product. (and void the warranty when subscribed to 'WRAP')

How to Strain

Strainer Method:

- After hydrating - scoop some GellyBalls out of the water with a kitchen strainer.
- Shake and wiggle the strainer to encourage water to come out.
- Let the strainer rest with the Gellyballs in for at least 30 minutes.
- Stir the Gellyballs to remove extra water.
- Pour the GellyBalls into a dry bucket.

Paintstrainernet Method:

- BEFORE HYDRATION - place a paintstrainernet into the 12,5 liter bucket and stretch the elastic mouth around the top of the bucket.
- fill the bucket with water up to 3-5 cm from the top.
- Pour your measured GellyBalls (56-168 gram) (10.000-30.000 Gellyballs) into the net (in the water)
- Cover bucket with a lid and allow to hydrate for 3hrs +/-

- Once hydrated, lift the net out of the bucket of water and allow excess water to run out into the bucket or onto the ground if appropriate.
- Pour the GellyBalls into a dry bucket.



Tips:

- When you have used about half of your second bucket with the strained hydrated GellyBalls (when you have filled hoppers and about half the bucket is left), strain the remaining Gellyballs again as additional water may have flowed down from the top half of your bucket.
- Indoors, if time allows, strain your entire bucket of hydrated GellyBalls and then leave them in a bucket exposed to air (no lid) for 30-60 minutes to allow evaporation of excess moisture. Cover after an hour.
- Indoors, if time and space allows, after filling your hoppers - allow the hoppers to sit without lids for some time to allow for evaporation of excess moisture.
- Outdoors - using a strainingnet, allow the hydrated GellyBalls to rest on an absorbent surface (such as towel or cardboard) which will draw out excess moisture from the strainernet with Gellyballs. We often gently “bounce” the strainernet with GellyBalls on concrete to work out excess water. The net itself tends to absorb water too.
- Outdoors - if time allows, after straining, allow GellyBalls to set exposed to air but in the shade for no more than 1hr before covering / sealing.

Loading the hoppers:

(Thoroughly strain the hydrated GellyBalls of excess moisture before using them!)

Method 1:

Scoop hydrated and strained GellyBalls by hand and pour into hoppers.- Ideal when the container or smaller bucket of hydrated GellyBalls is low or when you’re only filling a few hoppers.

Method 2:

Submerge empty hoppers (without lid) vertically with the opening at the top into your (high) bucket of strained GellyBalls. The GellyBalls will fill the hopper automatically. In a large bucket (such as a 20 liter bucket), you can submerge 6-8 hoppers simultaneously.

Place caps on the hoppers before transport or storage until ready to use. See tip above about leaving caps off to evaporate excess moisture.

Tips:

- Fill the hoppers to the bottom of the threaded neck, rather than to the top. When filling with either method, you may need to shake a few GellyBalls out of the top to lower the fill level.
- During the filling, about halfway through your bucket of hydrated and strained GellyBalls, excess water may have formed a small pool of water at the bottom of the bucket. We recommend pouring that out and restraining the remaining GellyBalls before continuing.
- Each clear Grenade hopper holds about 700 GellyBalls.



Storing GellyBalls:

Dehydrated GellyBalls can be stored in a dry place/container indefinitely.

Unused hydrated GellyBalls may be stored for a long period of time in extra water and a sealed container.

After an event, pour all left over ammo into a bucket or container. Fill the container with water just above the level of the GellyBalls and place a lid on the bucket or container.

! Strain the GellyBalls thoroughly again before using them next time.

Hydrated GellyBalls can be preserved for months when stored in water in a sealed container or bucket (this has been tested successfully as long as 6months)

Hydrated GellyBalls in sealed hoppers may be stored in a cool place, out of direct sunlight for 1-2 weeks without problems. This makes your preparation more easy. However, it is recommended to pour leftover ammo into water for storage and reuse.

GLOW - UV / TRACER AMMO

Tracer ammo 'GLOW' currently comes in plastic bottles with premixed (yellow) glow-powder. Each container holds about 70.000 Gellyballs which is the perfect amount for a 20 liter bucket method of hydrating described.



- 1) Fill the bucket with water up to 3-5 cm from the top.
- 2) Pour in 1 of the bottles of 'GLOW' GellyBalls.
- 3) Gently and thoroughly mix the ammo and powder in your bucket of water to dissolve the glow powder and give consistent results. Use a stick to stir. Stir to the bottom as the gellyballs can trap some of the glow-powder from dissolving.
- 4) Consider pouring the tracer rounds in WHILE you fill your bucket so you can also fill the pint container with water and then pour it in your bucket as well so as to collect all of the glow material from the pint container.
- 5) It may be easier to hydrate tracer ammo without a net - so you can stir more aggressively. Then strain with a net after hydration. You can stir while hydrating with the net, just be careful as you do.

Tips:

- Always wear gloves when dealing with tracer 'GLOW' Gellyballs!
- The glow material is highly concentrated and gets everywhere easily if you aren't careful.
- Have separate buckets, strainers, strainernet and hoppers for glow-only use. The glow material will stain the buckets and tools over time.

Batteries

1. Batteries should be charged before initial use.
2. Use only the batteries and battery chargers that came with your purchase.
3. Remove the battery from the blaster before charging. Do not charge the battery while it is connected to the blaster.
4. Plug the USB end of the charging cable into any USB power source
5. Plug the white, 3 pin connector, end of the charging cable into the battery
6. Batteries take 30-60 minutes to fully charge depending on usage level and power source.
7. The USB cable displays lights to indicate status.
 - a. Solid Red Light - battery is not present (or not properly connected)
 - b. Flashing Green (with solid red) - battery is charging
 - c. Solid Green - Battery is Charged (remove battery soon)
 - d. Flashing Red - battery or charger may not be functioning properly.
Unplug cable from power source and try again or use a different cable.



8. If a battery has been charging for over an hour, and the light is red or flashing, unplug the USB and plug it in again or try using a different USB charging cable.
9. If a battery is visibly damaged or bloated (blown up), stop using and charging immediately.
Do not leave batteries plugged in charging, unattended for more than 2 hours.

Battery Life Tips:

- Charge battery to full capacity before storage
- Never discharge the battery fully
- Charge after each use
- Allow discharged batteries to cool after use before charging

To ensure positive customer experience:

- 1) Change battery immediately at first sign of decreased performance

2) During all events, change batteries after every 2000-3000 shots (3-4 grenade hoppers) if not already changed

These tips allow for fast recharging (avg 15 min because the batteries are not fully drained) and ensure customers do not experience a dead battery.

3) Run organized games to manage battery use. Open play / free-for-all use significantly more battery (and ammo) than organized games.

4) Store Batteries at room temperature. Avoid storing in freezing temperatures.

SAFETY INSTRUCTIONS FOR LITHIUM BATTERIES

- Batteries must be charged properly. Improper use can result in serious injury, fire or Lithium batteries can explode in the presence of a source of ignition. Do not use product in the presence of an open flame.
- Do not place a lithium battery powered unit (Gellblaster) in fire or apply heat to it.
- Do not subject lithium batteries to strong impacts or shocks.
- Do not expose the lithium battery to water or salt water, or allow it to get wet.
- Avoid storing this lithium-ion battery powered unit in basements, bathrooms or other areas of storage that may be wet or humid.
- Do not leave this lithium battery powered unit in direct sunlight or store unit in cars during hot weather. Doing so may cause the battery to generate heat, rupture, or ignite. Using this battery in this manner will also result in a loss of performance and shorten life expectancy.
- Never charge the battery near heat or flammable objects.
- Never throw water on a burning lithium battery! If the battery does catch on fire, it will burn even more violently if it comes in contact with water or even moisture in the air. A fire extinguisher must be used.

Installing the battery

1. Place the orange barrel cover (if applicable) over the tip of the blaster anytime it is not in active use.
2. Load the battery into the battery compartment
 - For the red/blue pistols the rail mount under the barrel is a hinged battery door.
 - Twist the swivel latch to free the battery door.
 - Secure the black battery connectors by pressing them together until they click and then insert the battery and wires into the compartment. Gellyball Europe recommends placing the battery on its side, with the wire harness pointing toward the barrel tip. Slide the battery backwards toward the pistol grip to create space at the barrel end. Place the black connector and excess wire next to the battery and tuck the white charging connector on top of the black connect or above the battery in the space mentioned above.

- Close the battery door without pinching wires or forcing it closed, and twist the swivel latch to secure the battery compartment.
- Flip the switch at the bottom of the grip to turn on and squeeze the trigger to test fire without a filled hopper mounted. Turn the switch off again before loading with Gellyballs.



Tips:

- The use of a rubber band or a piece of tape over the battery door. Over time, players tend to bump or rub the latch repeatedly which can allow the battery door to open and the battery to hang out by its wiring harness.

Players should be instructed to cease play immediately and bring such issues to the attention of the

GellyBall attendant, rather than try to reinstall the battery themselves.

- A consistent installation method can help eliminate or narrow down potential issues with battery connections and damage. (Do it the same way every time).
- Do not store batteries in the GellyBall Blaster
- Do not charge batteries while in the GellyBall blaster - remove the battery before charging.

Removing the battery:

To remove a battery that was installed as described above, open the battery door, insert a finger at the top of the battery and lift the battery out enough to grab it securely.

Do not pull on any wires!

Once the battery is removed from the cavity, separate the black connectors carefully by squeezing the spring/pressure clip and pulling apart.

Insert a charged battery to resume play or close the battery door for storage.

GellyBall Safety

- Have a consistent set of rules which are explained clearly to all players before each play session.

Examples:

- Eye protection must remain on at all times for players and spectators, even between gameplay. (Until all blasters are turned in, turned off, unloaded, remain on the playing field or otherwise unusable).
- Do not shoot in between rounds. Fire only when the game starts and stop when the game or round ends.
- Shoot active players and targets only. Avoid shooting spectators, inactive players, etc.
- Keep your finger off the trigger when not actively playing.
- Listen for instructions and changes to gameplay.
- Keep loaded blasters in the play area and the safety switch 'off' until ready to play.
- Make your play area boundary at least 30 meters from any non-participants OR secure an area with nets/walls for play or for spectators.
- Eye-protection is a must for all players and nearby spectators. We recommend full face masks for all players.
- GellyBalls are non-toxic and biodegradable. While they will not cause injury if ingested, they do not taste good. Do not eat GellyBalls.
- On (very) smooth surfaces, the buildup of fired GellyBalls and/or moisture may cause players to slide or slip. We recommend a no-running rule and you may need to pause to clean, sweep, blow with leafblower or dry the floor periodically.
- Avoid point-blank shots. We recommend creating some distance in your gameplay by way of limitations or objectives.
- While GellyBall is a lower impact shooting experience, compared to other projectile games like paintball and airsoft, players may experience some impact marks on their skin which do not typically bruise, swell or even hurt (after the initial impact).

Malfunction & Damage – Troubleshooting

Don't be surprised or get discouraged! There will be issues, failures, damage and malfunctions. The GellyBall Blasters combine water with mechanical and electronic components as well as a process that includes multiple opportunities for human error and mechanical failure.

Although water is the most important component of the ammo it is also the greatest enemy of your Gellyball pistols!

The most common issues you are likely to experience are:

1. Orange barrel tip - secured in place or removed by twisting 90 degrees. Over time this part can come out during gameplay. The blaster will function without but will not shoot as far. It is not necessary to stop gameplay for this issue.

→ At first opportunity, reinsert the orange tip and secure it by twisting it slightly. If the orange tip is lost, replacements are available from GellyBall or your dealer.

2. Battery door - as mentioned previously, players commonly accidentally unlatch the battery door during gameplay which can cause the door to open and the battery to dangle by the wires. This requires immediate intervention. Do not allow untrained players to reinsert the battery.

→ Should the battery door actually break off, replacements are available from GellyBall or your dealer. And can typically be installed without disassembly of the blaster *We recommend using a narrow piece of tape or a rubber band to secure the battery door during gameplay.

3. Hopper feed neck assembly- can be broken when a player falls, drops the blaster or other impact. Very often, the feed neck is simply out of place.

→ Removing the set screw on top or side, adjusting the feed neck back into position and reinstalling the screw is the most typical course of action. Occasionally, the blaster and/or the feedback require some realignment prior to reinstalling. This can usually be cured with a pocket knife or flathead screwdriver to gently pry the sides apart enough to allow them to snap back into alignment then reinstall the feedback as described.

Should the feed neck actually break and become unusable, replacements are available.

4. Feed neck trim piece (sometimes referred to as the hopper-collar):

This is the round trim at the very top of the feed neck. Its purpose is to stabilize the hopper when it is screwed into the feed neck. Over-tightening the hopper into the feed neck will cause the collar to break. If the trim is cracked or broken, the blaster will still function as normal, as long as the piece is left in place AND hoppers are not tightened such that the piece begins to separate from itself.

→ Should the trim collar break, it can be repaired easily with a bit of tape, zip tie and/or superglue. Tape is a temporary fix to get you through an event. If you have a zip tie on

hand, it is even better. Align the snapped parts and tape or zip tie in place and the blaster should function normally. At first opportunity, apply a bit of super glue (using Loctite Super Glue Professional Liquid (in a small blue bottle) which creates a nearly instant bond on plastics) to the crack and place a zip tie to hold the correct alignment.

Replacement feed neck assemblies are available from GellyBall.

5. Broken hopper thread neck:

occasionally a player falls or drops the blaster and breaks the hopper off the top leaving the threaded hopper-neck inserted in the blaster feed neck.

→ Typically this can be remedied with a pocket knife or thin flathead screwdriver. Carefully press knifeblade or screwdriver into the accessible plastic of the hopper (not the feed neck) and attempt to unscrew the broken hopper piece using leverage. We recommend a quick attempt and if it doesn't come out easily, set the Gelblaster aside and use spare Gelblaster so as not to stop gameplay. Needle-nose pliers or other tools may be required to remove difficult pieces. Avoid prying or digging into the black feed neck.

6. Hoppers - Over time and multiple uses the clear plastic hoppers may become damaged.

Cracks and hole may develop or they may be dropped, or crushed accidentally. Dispose of damaged hoppers when they become unusable.

→ **New hoppers are available for purchase from GellyBall.**

7. Battery damaged or bloated (inflated):

→ **Stop using a battery at the first sign of damage or bloating.**

8. Grinding (or whining):

This is covered under warranty (applicable to red/blue pistols purchased from an authorized GellyBall warranty specialist)*

→ is the most common cause of warranty replacement. This occurs over time when the Gelblaster's motor is out of alignment and/or the gears have been worn down and no longer connect correctly. This is not user accessible and the blaster should be returned for replacement. It is important to charge and change batteries as instructed and to hydrate, strain and use GellyBalls as instructed. Failure to do so may result in premature wear and tear or damage including this grinding (or whining) of the Gelblaster motor.

**Contact your dealer to arrange for warranty replacement if applicable.*

8. Safety Mask:

The foam pieces of the red/blue safety masks can come off over time. They typically don't come off completely but rather a little bit here and there. This can be caused by normal wear as well as cleaning methods.

→ **The simple fix is to super glue the foam pieces back into place using Loctite Super Glue Professional Liquid which creates a nearly instant bond on plastics.**

→ **New masks are available for purchase from GellyBall.**

9. 1. Jamming / Shredding of ammo can occur in a variety of scenarios:

- Improper hydration (GellyBalls too small) and/or not enough straining (too much moisture) of ammo can cause issues with feeding and firing the GellyBalls.

→ **use only Gellyball approved ammo and hydrate/strain as described in this manual**

- Low battery can cause issues with the piston mechanism successfully expelling ammo through the barrel.

→ **change battery**

- Misalignment of the feed neck may fail to allow GellyBalls into the chamber correctly.

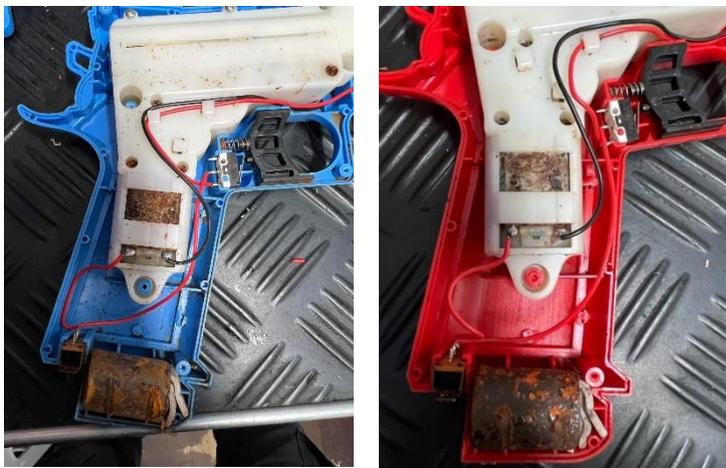
→ **Align feedneck and feedchamber to Gelblaster**

- Dirty barrels may have a buildup of dirt or GellyBall remnants which can cause jamming.

→ **Blowing compressed air through the feed neck will clean out the barrel.**

9.2. Rarely, jamming or shredding occurs without an obvious cause. If cleaning the barrel, changing the battery and trying different ammo doesn't solve the issue, contact your dealer for warranty or replacement options.

The most common cause for malfunction is too much water over time. The majority of Gelblasters sent in for warranty repair have been repeatedly exposed to too much water.



WRAP - Warranty, Replacement AND PRODUCT

GellyBall's philosophy is that you should only have to buy your gear once. You should not have to buy replacement blasters if they break. The WRAP program is one of the best things about GellyBall.

What is the WRAP Program?

You can think of the WRAP program as an ammo subscription with free warranty. Organisers pay a basic monthly fee and receive a supply of Gellyballs at the lowest rate available.

Since the Gellyballs can be stored and preserved for a very long time, it is no problem should the organizer have a 'slow' period and receives more Gellyballs than needed. They can be used at any time in the future.

Subscribe by emailing wrap@gellyball.eu let them know which option you'd like and they will provide an automatic (recurring) payment authorization form for you to complete.

As long as you are subscribed to one of the WRAP tiers, your blasters are covered under warranty from malfunction and damage.

The warranty covers the firing mechanism of the Gelblaster. You may also receive support for the original mounted accessories (orange barrel tip, battery door and feed neck assembly) which may include repair/replacement of parts that you can install yourself quickly.

What does it cost?

There are currently 3 tiers of the WRAP program.

1. €50 - receive 200k rounds of ammo monthly automatically.
2. €100 - receive 500k rounds of ammo monthly automatically.
3. €150 - receive 420k rounds of GLOW ammo monthly automatically.

How do I use the warranty?

If a blaster is damaged or malfunctions, review troubleshooting information provided.

If the issue cannot be remedied then email wrap@gellyball.eu or your supplier and provide the number of each color of blaster you need to return. You are responsible for shipping the blasters to GellyBall Europe or your supplier. If you ship them with a tracking number, provide that tracking number in your email. If you provide a tracking number, GellyBall Europe or your supplier will ship replacements to you immediately. If you do not provide a tracking number, your replacements will ship when your shipment has been received

In some cases, GellyBall Europe or your supplier may choose to ship you some basic parts to repair on your own. These typically include feednecks, battery doors and barrel tips. Please do not tear down the blasters to attempt repairs yourself. GellyBall Europe or your supplier does not accept opened, or partially disassembled products for replacement. We prefer to receive the malfunctioning product intact so we may investigate the cause of the issue and address it at the manufacturing level should the malfunction be widespread.

The program specifics and tiers are subject to change at any time.

Gameplay

Tips:

- Always run organized games to avoid over-use of ammo, batteries and point-blank shooting.
- “Open play” and “free-for-alls” use far more battery power and ammo. They also tend to result in more damage to equipment and minor personal injury. Finally, they tend to be less enjoyable if used for extended periods of time.
- Make the games simple and easy to understand
- Increase the level of complexity for the older the players.
- Variation - Start with a centerline. That line may not be crossed. This is good for first time players and young players. Use the centerline anytime you need to slow down the gameplay or lower the impact of hits.
- Try to limit play to 5v5. More can work but gets harder to referee. Fewer can work well.
- Friendly fire and ricochets can be ignored if needed.
- Two players hit each other at the same time - they should retreat to their own base and go again (if they can't agree on who shot who first).
- Have certain rules that always apply (*see 'rules to consider implementing'*)

Rules to consider implementing

1. Masks (or eye protection) stays on in/around the designated area
2. Don't shoot between games
3. Call yourself hit/out when you get hit.
4. When you are hit, hold your Gelblaster in the air and follow the rules of that game.
5. Don't shoot people who are out or are holding their Gelblaster in the air
6. If you are out or otherwise inactive - do not shoot at anyone
7. No physical contact
8. Don't be cruel
9. Switch sides after every round
10. Watch your ammo. We reload only between rounds for those who have less than half a hopper. You will not get a reload during the game. Make your ammo last.
11. We can spend our time playing or we can spend our time arguing about who shot who. Players choice.

Possible games to play:

- 1. Start with a basic Team Elimination** – This usually goes very fast. 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 play area is like. This game takes 2-4 minutes then we switch sides and do it again. Repeat as desired. Consider using the 'centerline rule'.
 - **Rules:** "When you are hit you are out". When you are hit, hold your blaster up in the air and walk to the side of the arena .
- 2. Next introduce "Freeze Tag Rules"** - Consider using the 'centerline rule'.
 - **Rules:** "When you are hit you are frozen". When you are hit, hold our blaster in the air and freeze. Don't move. You may call out for your teammates to come tag you back in. Tap your teammates to unfreeze them. Game is over when one team is completely frozen at the same time.
- 3. Next add the "Assassin"** with Freeze Tag Rules - one player on each team is allowed to cross the centerline but if they get shot, no one can go tag them back in. The rest of the players are continuing with normal freeze tag rules (above) and cannot cross the centerline.
- 4. Capture the Flag** - Play this after you have played some of the above games without the centerline rule.

Variations include:

- 2 flags, freeze tag (*) rules- each team has a flag positioned at the back of their side of the field. The object is to get the other team's flag to your 'base' (the back of your side of the field) to win. Using freeze tag rules, work as a team to get to the other flag, while protecting your own. You can decide how to handle if a player is shot while holding the flag.
 - 2 flags, elimination rules (*)
 - 1 flag or object '**Drop the bomb**' in the middle, freeze tag rules
 - 1 flag or object '**Drop the bomb**' in the middle, elimination rules
 - 1 flag in one basecamp (attack/defend scenario) - experience with mixing freeze tag and elimination or other rules such as - defenders can't move from a specific spot.
- 5. Team Lives (or "Last Man Standing")** - This is a team game but only one player from each team plays at a time. Each team time lines up outside the field on their end of the field and sends in one player. When a player gets hit, he/she is out (they should call it clearly). Both players retreat to their side of the field. The loser designates and sends in a new player, the winner stays in to take on the next challenger. This is like 1v1 or 2v2 but keeps it as a team event. Think of your players as 'lives' or 'levels'. When you are out of lives/levels your team loses.
 - 6. 1v1 or 2v2 Tournament** - players must keep moving! If 2v2, consider having the winning team play each other as 1v1.

7. Stand Still - Have all players find a spot in the arena. Once the game starts they cannot move their feet. Every 30 seconds instruct every player they must change bunker or take 2-3 large steps and then be still again.

8. Four-Square - This works with 4+ players. Divide the play area into 4 quadrants easily identified. Each player or team has one quadrant they cannot leave. Use elimination or freeze tag rules. Can be 2 or 4 teams. Each quadrant can be its own team (with 1-3 players) or diagonally opposite quadrants can be a team. Play multiple rounds with the same teams but they rotate clockwise to a different quadrant each round.

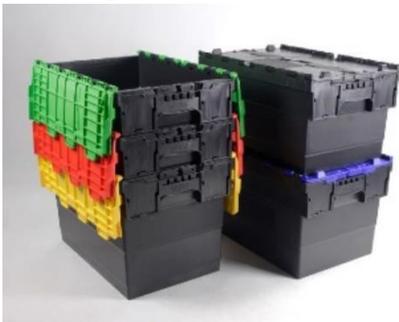
(*) Alternative - you can play “back to base” - as an alternative to elimination or freeze tag. This is when a player gets hit, holds their blaster in the air and walks back to their base to tag themselves back into the game.

Create your own objectives and rules.

Running an Event

What do I need, besides a GellyBall package to run an event?

1. Table(s) – Table for blasters, optional table for masks.
2. Storage Containers



- They hold 12 masks each easily. (They will hold 16 but that requires flipping the back strap over the lens)
- They hold all your blasters as well as the smaller containers of caps, batteries...

3. Orange cones (set the border of the arena)
4. Flag(s) for game objectives
5. Blower – air pump – for the inflatable bunkers.



6. Smaller containers for batteries (full/empty), hopper caps, safety goggles (clean/used)

How to step up your game:

1. Canopy tent - Branded with your name/logo for mobile events.
2. Table Cloth – order branded/fitted ones for a sharp look.
4. Gellyball Bunkers and Shooting Cage/Arena for promotional events and mobile set-up's.



5. Safety goggles for adults/spectators



Check for updated PDF version of this document by checking the date or release here :
Updated: Jan 26, 2022