Space Games Federation Sample Game Submission:

Name of Game: #Energy©

#Energy is a game of Skill and Chance played on a Zero Gravity plane. Skill, Parabolic arc chance, athleticism and the understanding of gravity account for game success. #Energy is adaptable to play on The International Space Station and a Stadium on The Moon. #Energy has the potential to create power among the industry, literally and figuratively.

Two Teams of Seven

4 Astrolete Roster: Rotation of 2 players in the game at a time.
3 Coaches: Head Coach, In Flight Coach and Mission Control Coach.

16 Innings, Total Game Play - 24 minutes.

Playing Field: Zero Gravity Plane
Zero Gravity Planes attain Zero Gravity/Micro Gravity in 30 second intervals based on Parabolic Arcs. Game Play will be conducted during these 30 second intervals with the option to rotate players in and out of game play in between arcs.

Equipment: Uncharted Play Soccket Energy Ball http://unchartedplay.com

Objective: The objective of #Energy is to bounce the Energy Gathering Soccket Ball off your head or legs to your team member on the opposite side, while keeping the Ball away from your opponents.

Bonus points are accumulated by using the walls as leverage and punting the ball with your legs. Points are deducted when hands and arms make contact with the ball.

The Goal is to score more points that the opposing team.

Scoring:

3 rounds of 30 second/16 intervals total game play 24 minutes.
Head Bounce: +15 points
Knee Bounce: **+**10 points
Wall Leverage: +5 points

- Ball on ground at Gravity: FOUL -20 points

Body Pass - Zero
Arm Touch: -5 Points
Hand Touch: -10 points

Soccet Energy Ball:

After Game Play the amount of Energy collected by the Soccet will be measured and equally added to the Points from Game Play.
Team with Most Combined Points Wins.

Team Roles:

Astroletes:

- Two active from each team during game play.
- Substituted players can be replaced between intervals.

Flying Coach: Helps determine condition of players and if substitution is needed for injury.
Mission Control Coach: Informs on Timing, Intervals, Monitoring Athlete Vitals.
Head Coach : Assimilates information and decides on strategy for getting the most points and energy, sometimes having to give up one for the other to get the highest combined total score.

Fan Engagement

- There is chance for strategy between players because #Energy uses enough elements of skill and technique with the benefits of zero gravity. Because the intervals are only 30 seconds the competitive level is high and keeps viewers invested.
- #Energy will be able to be viewed in Virtual Reality Helping to bring the viewer to the game a fully immersive experience for a Fan to be a part of the Astrolete and Coaches journey.
- Potential for an #Energy Fantasy League App where all the stats from Points to Energy Collected as well as Athletes Vitals Injuries made available to the Fan.
- An Electronic Game created from the original #Energy game, that really does come to Life. Virtual Reality is truly part of Reality.

© All Rights Reserve Space Games Federation