

FRET ME !

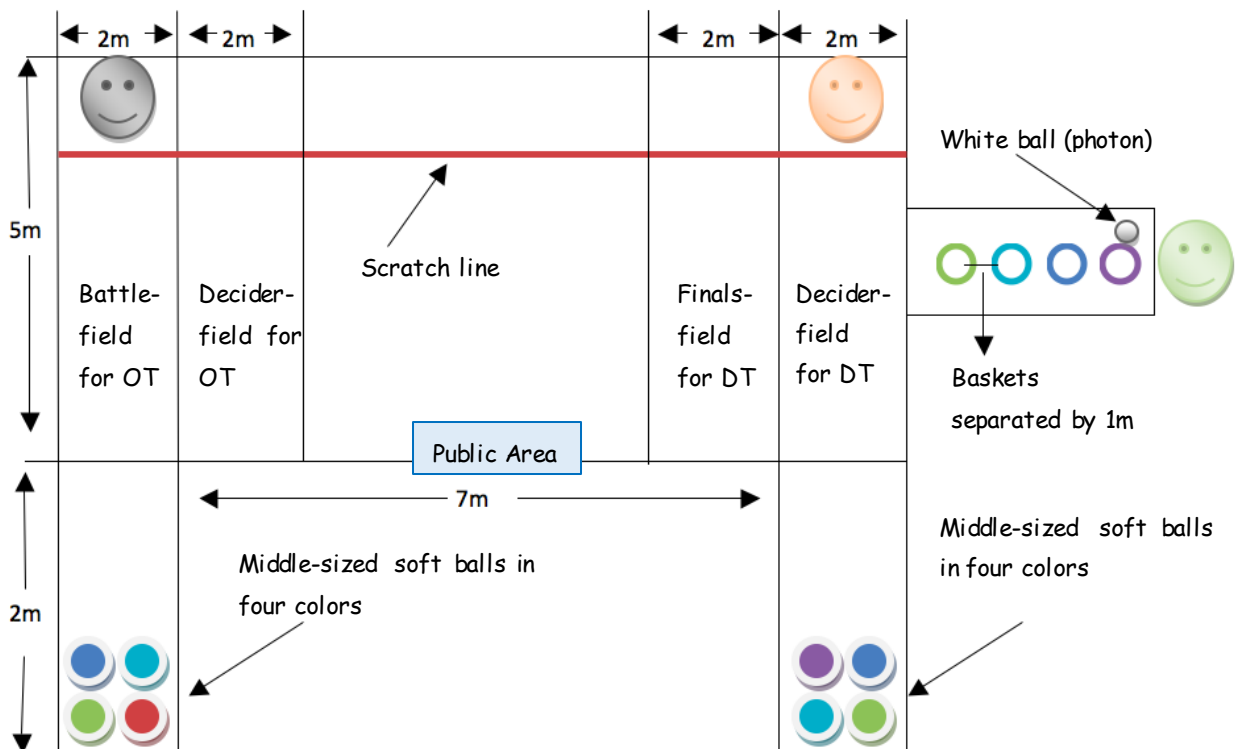
Material:

Middle-sized soft balls serving as fluorescent molecules (purple, blue, cyan, green and red), small-sized soft balls serving as photons (white), 4 baskets which can contain small-sized balls

Teams:

Offensive team (donator), defensive team (receptor), 4 members each team

Court:



Game flow:

- 1) A member of our project staff (the green one on the right) throws a white ball into one of the baskets and all members have to pay attention to which one basket the ball falls in.
- 2) Once the ball falls in basket, both teams should run to the BALL AREA instantly to pick up proper balls. Offensive team members (OTM) can pick up any balls, unless the energy their colors represent is no less than the basket's (i.e. if the white ball falls in the cyan basket, OTM can pick up cyan, blue or

green balls). While OTM pick up their ball, the defensive team members (DTM) ought to take a view of the color of OTM's ball to determine which color they will use to defend, and the ball DTM pick up must be one level lower than OTM's (i.e. if OTM pick up a purple one, DTM will have to pick up a cyan one).

- 3) After picking up balls, both teams should run back to their battlefields immediately and start casting. OTM are supposed to throw their ball to DT's battlefield at full steam, and DTM should hit the ball with their own ball. Once two balls hit, FRET takes place, and DT can gain corresponding scores. If two balls don't bump into each other and OT's ball falls on DT's battlefield, OT score. The scores depend on ball's colors. If the member of project staff throws the white ball into green basket, OTM can only pick up the green ball, and DTM can pick up the red one in advance since there is only one choice for OT, which makes it easier for DT to defend successfully. Under that circumstance, success defense accounts for 1 score for DT, otherwise 4 scores for OT. For OT, purple, blue, cyan and green balls represent 1, 2, 3, 4 scores respectively. For DT, red, green, cyan and blue balls represent 1, 2, 3, 4 scores respectively.
- 4) If two teams get the same scores, enter the decider. Both teams come to the deciderfield, and 3 members for each team at most (each member with a ball). After the referee's whistle, both teams should throw their balls to the other team while dodging balls from it. Members hit are out. If no balls at hand, one can pick up balls on the ground and the final survivor on the playground wins.

↳ Rules:

- 1) Going across the scratch line before our worker throws the white ball is forbidden.
- 2) OTM cannot obstruct sightlines of DTM on purpose.
- 3) Neither team is allowed to go across the bounds of their own fields.
- 4) In one round, the cast of white ball only takes place after one team scores, and both teams will have to change their players after scoring.
- 5) In the process of casting, balls can touch the ground, but it will have to have enough kinetic energy to reach DT's battlefield.
- 6) In PUBLIC AREA, team members can only pick up balls, and casting is forbidden.