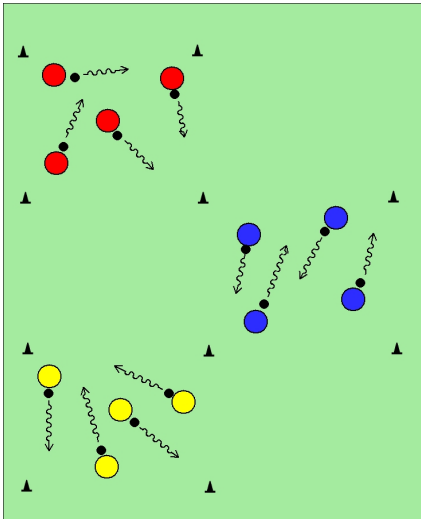




Pokemon battle

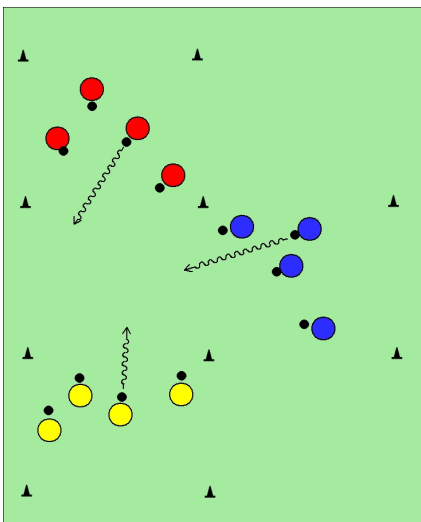


How it works

Three separate teams are organised in their own grids around a central grid which remains empty. The more players, the more grids may need to be set out around the empty central area.

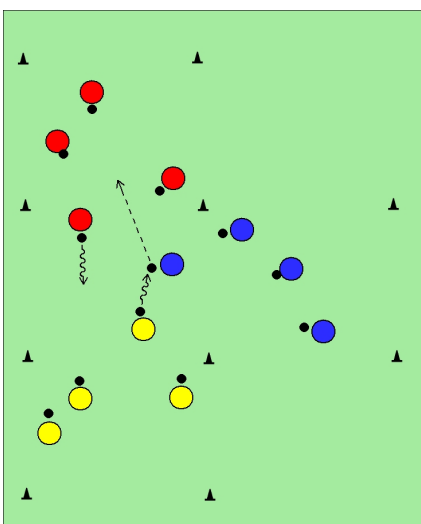
The names of four Pokemon are picked and one player from each team takes on the identity of that particular character.

Each team dribbles around within their own grid trying to stay in space and trying out a few turns and tricks.



When the coach calls out the name of one of the Pokemon characters, the named player from each team dribbles into the empty central zone ready to do battle.

The other players can stop and put their foot on the ball to watch and cheer on their Pokemon.



The Pokemon Battle begins and the three players have to try and kick the ball of another player out of the battle zone whilst keeping their own ball in play.

The yellow player has managed to kick out the ball of the blue player so the battle is now between the red and yellow player. If the ball was kicked into the grid of the other blue players then they are allowed to pass it back.

The Pokemon left at the end with their ball is the winner. There could be a time limit on the battle and in that case the player who had been the most attacking or knocked another player out would be awarded the win.

The players then go back to dribbling in their own grid until another Pokemon name is called into battle.

Possible changes

Two Pokemon names could be called to battle at the same time if there are only two or three groups.