**Synchronize (Sync Ball)**

**History:** Synchronize was created by the First Naral (the Orange). Taking Amar’s designs for Sync energy tracking and combining it with the manipulation capabilities of the Discrete training room, Naral invented a game to help keep things from getting boring. Trying to convince others to play, he encouraged other Discretes that it was a training exercise. Naral was the best Sync Ball player ever and was always ready to play a game, especially against another First.

**Goal**: Each team, consisting of three players, attempt to place the Sync-Ball into the other team’s goal. The center goal is worth two points while all others are worth one. First team to the desired number of points wins.

**Rules:**

1. A team must have three members. **P1**
2. Each team member must wear designated clothing to play. **P1**
3. A player cannot be in possession/control of the ball for more than seven seconds **P2**
4. The ball cannot be on one side for more than fifteen seconds. **P2**
5. A Player cannot be on an opponent’s side for more than five seconds. **P3**

**Penalties**

1. Forfeit game
2. Ball forfeit
3. Foul Shot

Traditionally, the game is played in the dark as the outfits, ball and goal all light up. However, it can be played with the lights on for an easier experience.

**Aces:** A team is allowed two aces, each of which can be activated once the game is started. After activation, each ace requires five minutes before using again, or 5 goals, whichever comes first. Aces are activated by clapping the hands. Once for one Ace, twice for another.

1. Gravity – Gravity is seemingly turned off for ten seconds. (What really happens is the room increases the upward cohesive force using sync2 level 4, giving the impression that gravity is turned off)
2. Enough – Gravity increases making it really difficult to move. (Increases adhesion downward)
3. Double Time – The ball’s speed immediately doubles.
4. Half Time – The ball’s speed immediately halves
5. My Turn – The sync-ball begins moving in the direction the activator is pointing with the hand that activated it, no matter where it is or how fast it’s going.
6. Sticks – All players can cling to any surface for the next 20 seconds.