THE CARTOON BOOK OF

ZERO-G ATHLETICS



FICTIONAL (LABELLED)

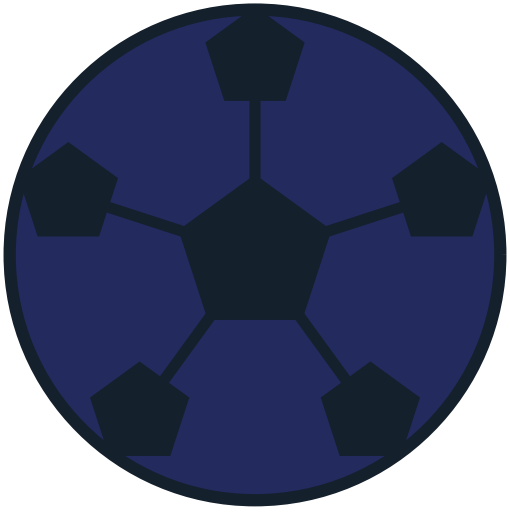
SPORT ON EARTH

Sport on Earth Books · The Fiction & speculative Family

Original illustrations · No characters were copied in the making of this book

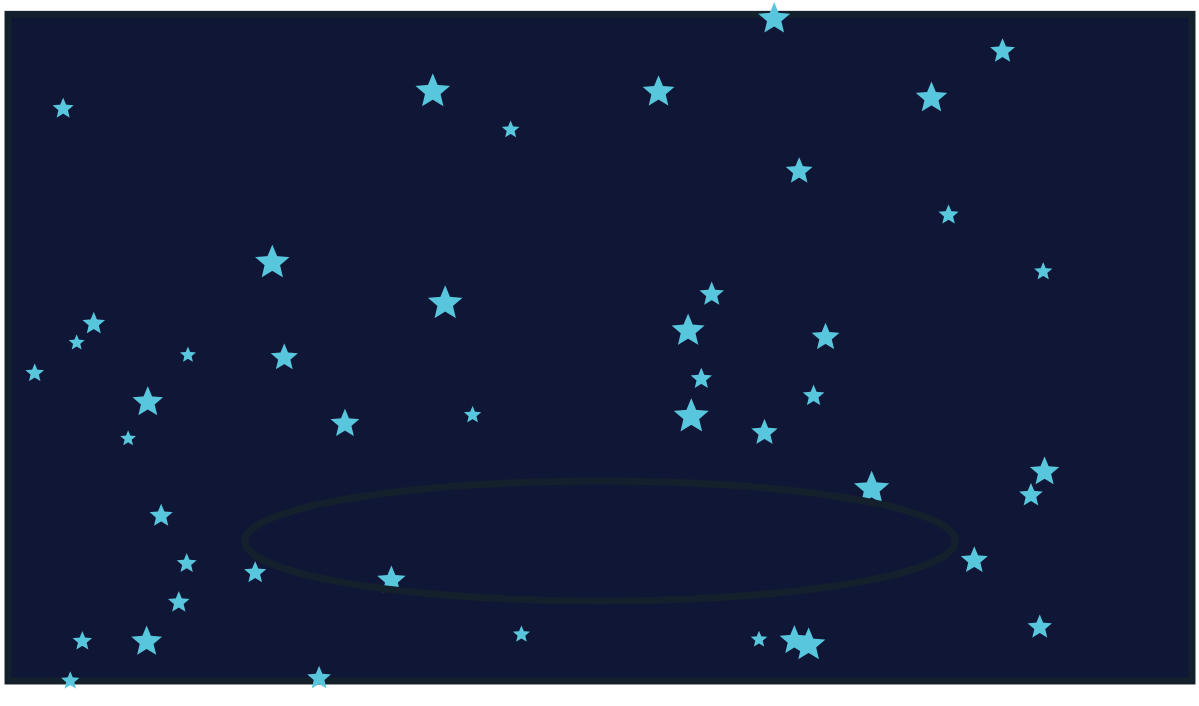
Meet Zero-G Athletics!

Concept sports designed for microgravity.



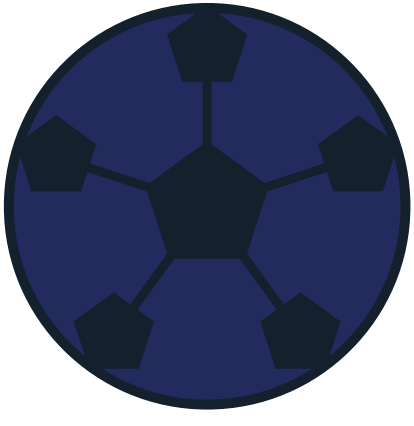
Where It Is Played

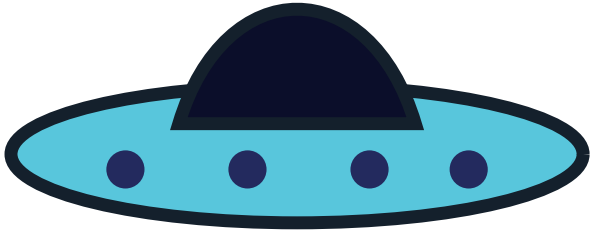
The Battle Room: a giant null-gravity spherical arena attached to the Battle School space station, with floating blocks as obstacles and a gate in each end wall.



The Gear

Flash suit, helmet and flash pistol per player (in-fiction); floating obstacle blocks in the arena.





How It Starts

Fictional — the Battle Room exists only in Ender's Game; the closest real analogues are neutral-buoyancy and parabolic-flight training, not a playable sport.



How to Play

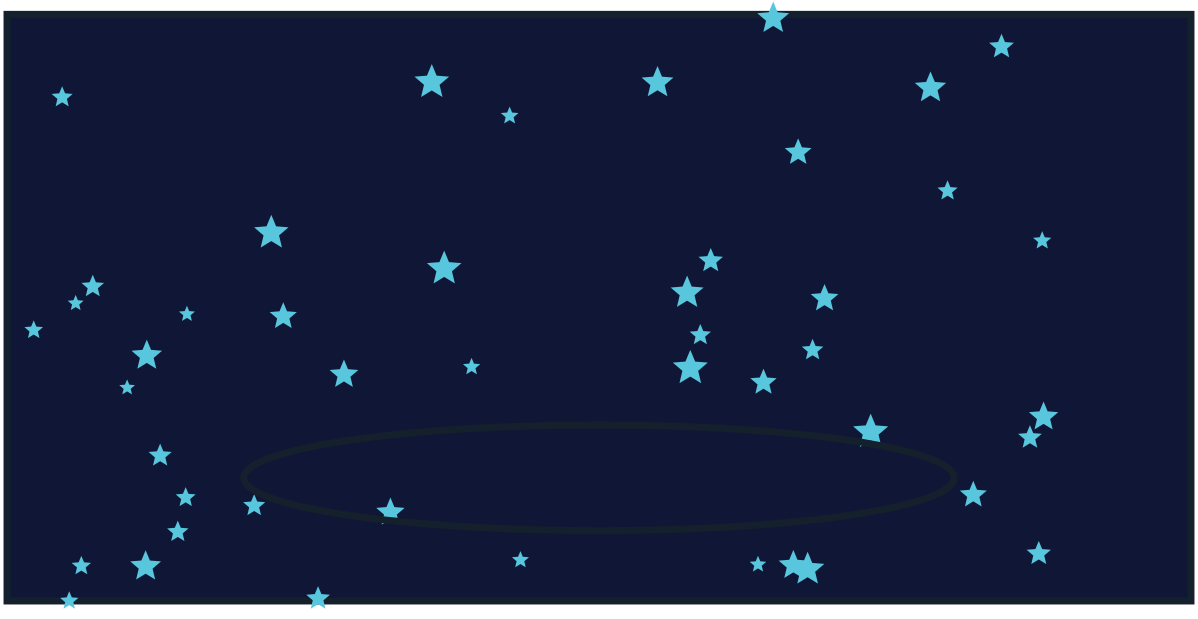
- Format (Battle Room reference): two student armies face off in the zero-gravity Battle Room, a large spherical / cubic null-gravity arena fitted with floating obstacles ('stars') used as cover.
- Players wear flash suits and carry pistol-like flash guns; a hit freezes the part of the body struck — a fully frozen player can no longer move or shoot, but keeps drifting with their existing momentum.
- Friendly fire counts: a player can freeze their own team-mates as well as opponents.
- Winning (novel rules): an army wins by eliminating / freezing the entire opposing army, or by opening the enemy gate — four team-mates touch the gate's four corners with their helmets simultaneously while a fifth player passes through it.

More of the Game

- Movement is purely by pushing off walls, obstacles and other players and by rebounding: there is no up or down, and orientation is relative — Ender's insight in the novel is that 'the enemy's gate is down'.
- Armies are organised in toons (platoons) under a commander; Battle School scoring ranks armies by wins and losses across a league of scheduled battles.
- In the 2013 film version the objective is simplified: get one player through the other side's goal ring while freezing opponents with the pistols.

The Shape of a Match

Zero-gravity team laser-tag: armies in flash suits freeze each other limb by limb with flash pistols among floating cover, winning by freezing the whole enemy army or sending a player through the opened enemy gate.

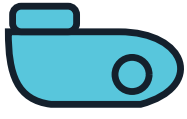


More of the Fiction & speculative Family

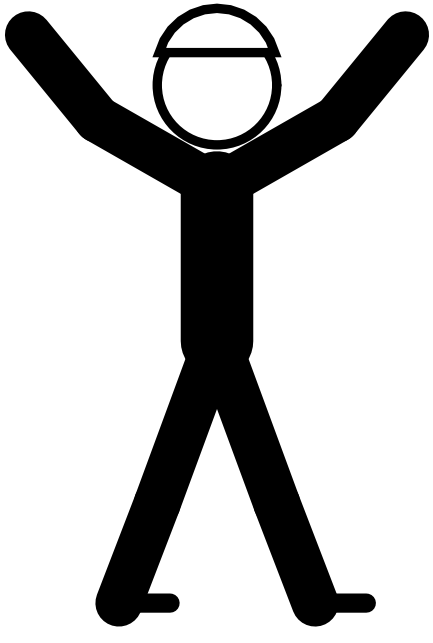
- Quidditch — Broomstick sport from Harry Potter that inspired Quadball.
- Blitzball — Underwater ball sport from Final Fantasy X.
- Motorball — Cyborg racing from Alita: Battle Angel.
- Light Cycle Racing — Grid racing from Tron.
- Podracing — High-speed racing from Star Wars.
- Baseketball — Basketball-baseball hybrid from the 1998 comedy.

A Note on the Rules

Zero-G athletics is a speculative/futuristic concept (sport in microgravity, studied in aerospace contexts and depicted in fiction) with no governing body, no codified rules and no events. There is no rule history to carry — this section is the honest record of a concept, not a sport with laws.

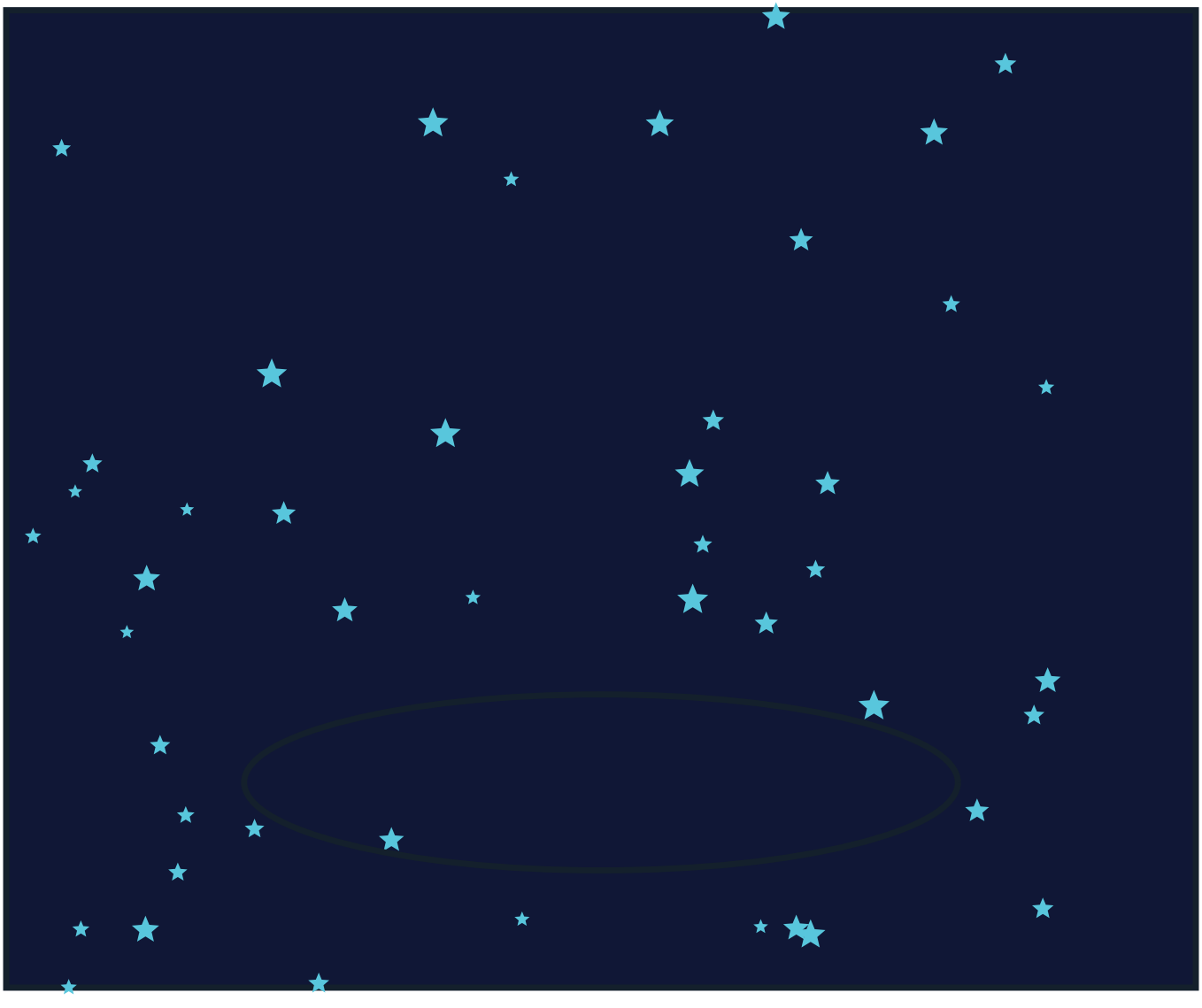


Colour the Action



Psst — this page is a colouring page!

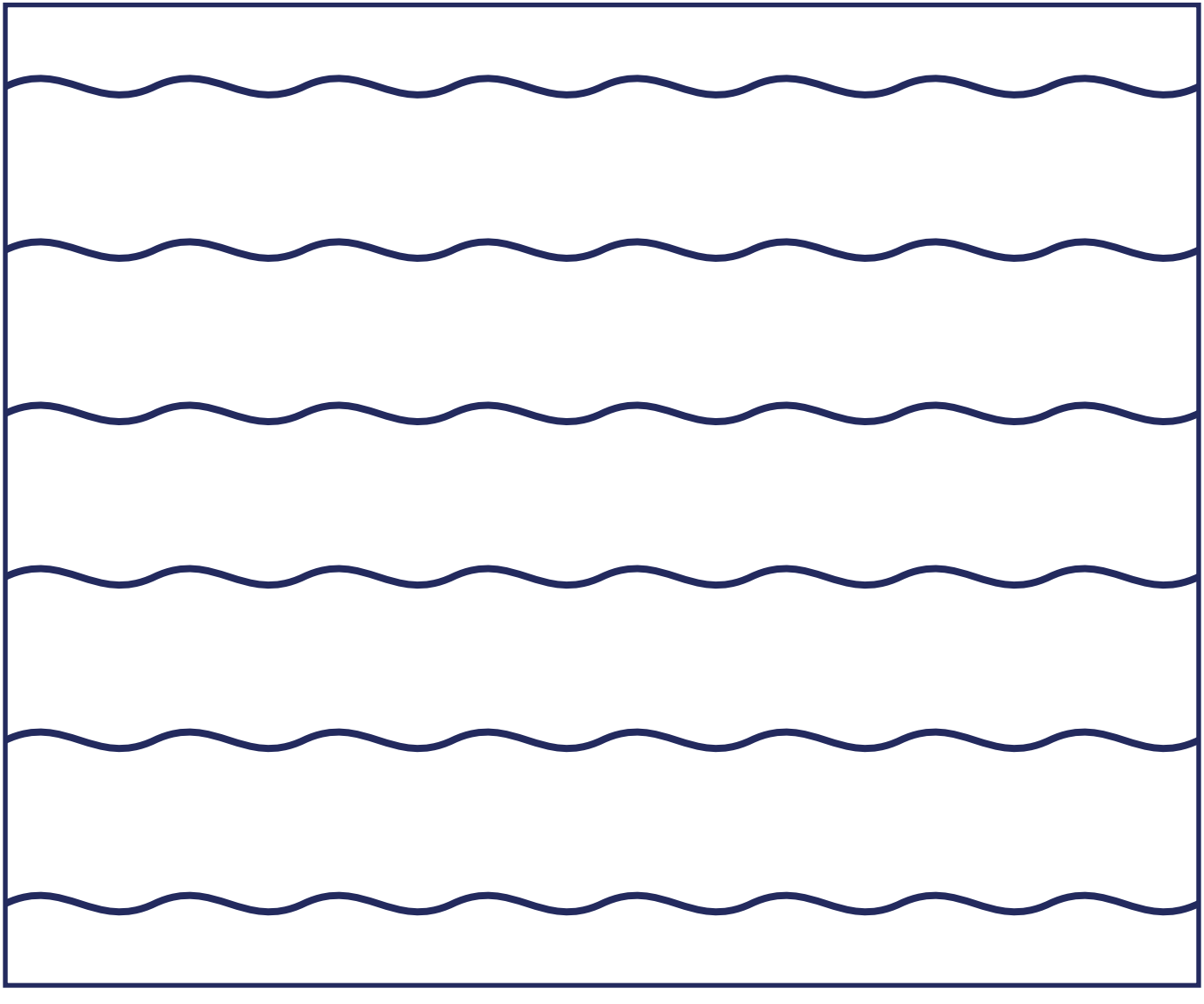
The Sport Today



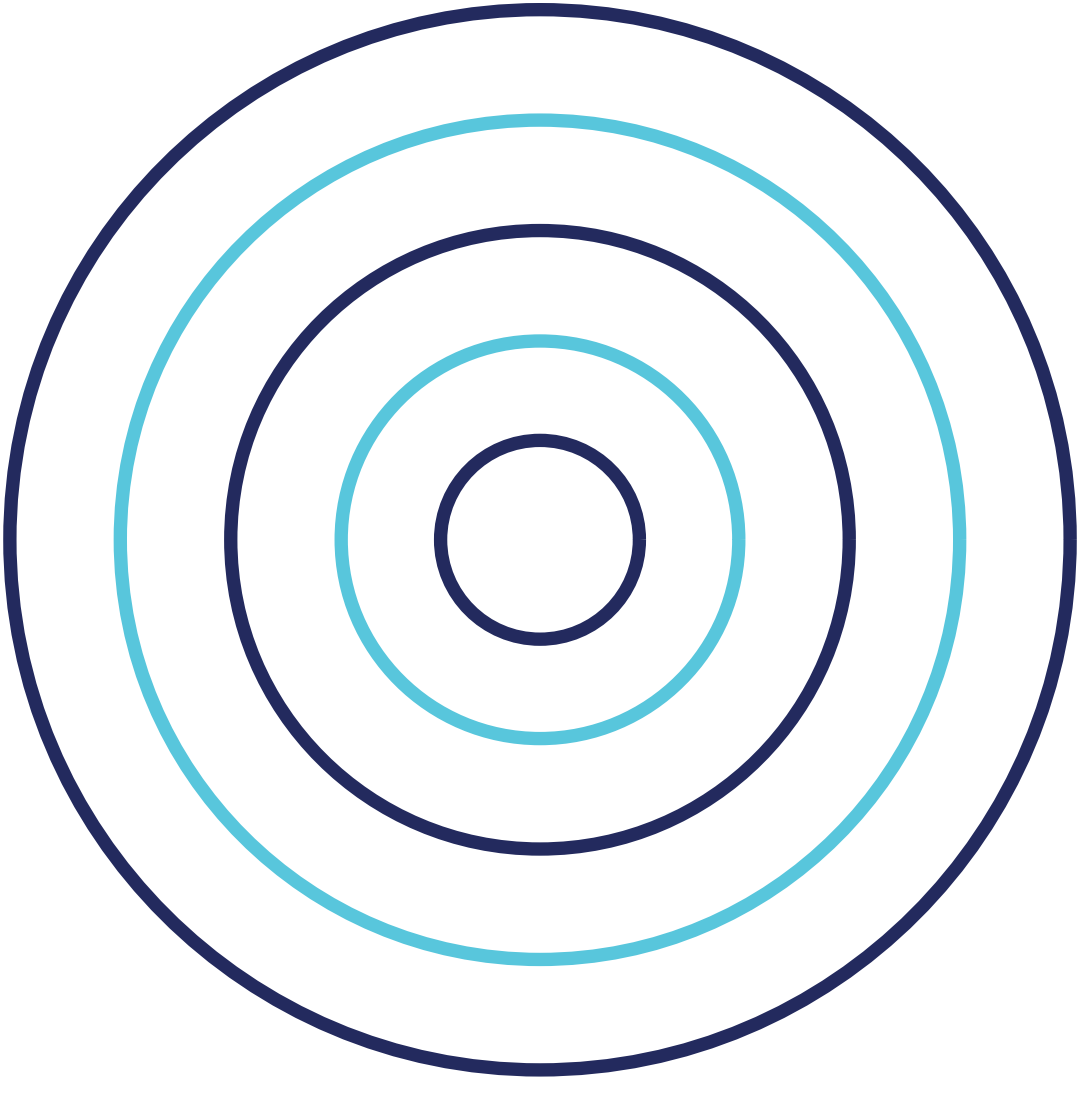
At School and College



Play It Near You



Through the Year



The Fiction & speculative Family

Every sport belongs to a family of games that share its shapes and skills. Here are some of this book's closest relatives — each with a cartoon book and a colouring book of its own.

- Quidditch — Broomstick sport from Harry Potter that inspired Quadball.
- Blitzball — Underwater ball sport from Final Fantasy X.
- Motorball — Cyborg racing from Alita: Battle Angel.
- Light Cycle Racing — Grid racing from Tron.
- Podracing — High-speed racing from Star Wars.

Game Day!

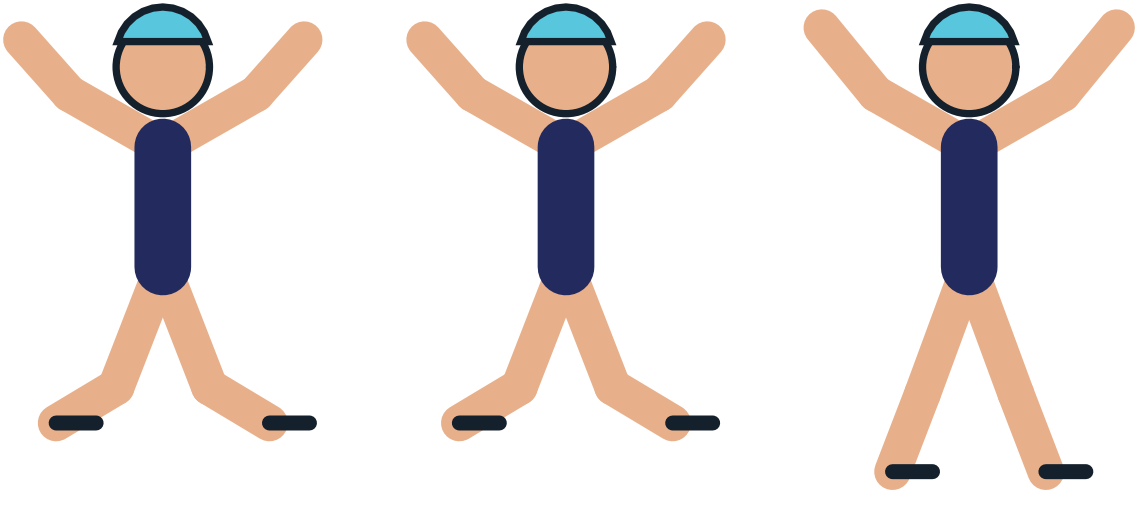


The Sport on Earth Mark

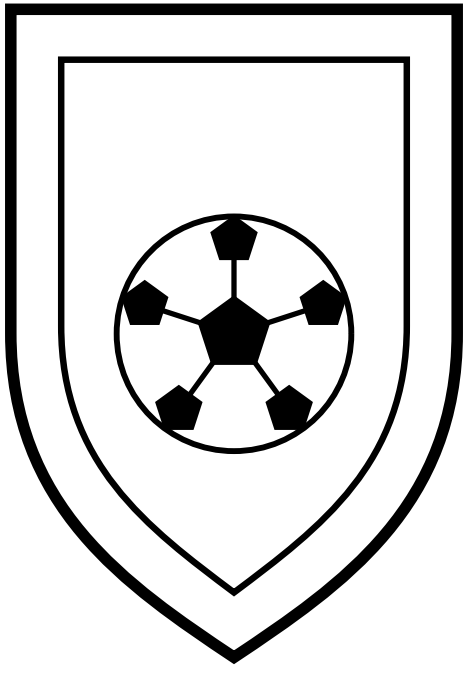
Every sport on Sport on Earth carries its own original mark, drawn for the site. Here is this sport's.



Moves of the Game



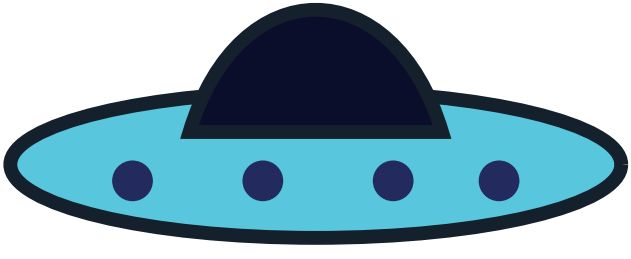
Design a Badge



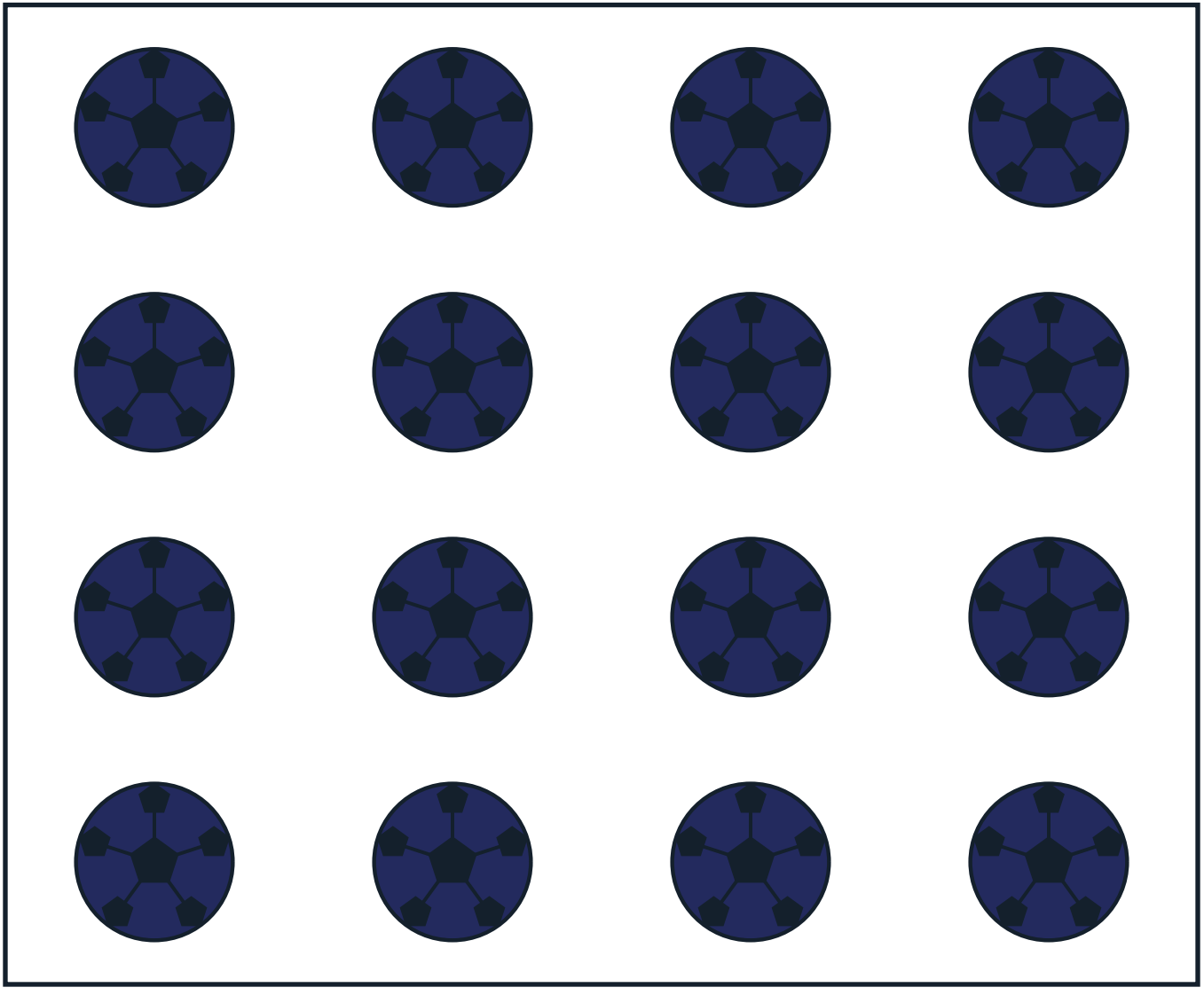
Draw and colour a badge for your own team.

The Gear Parade

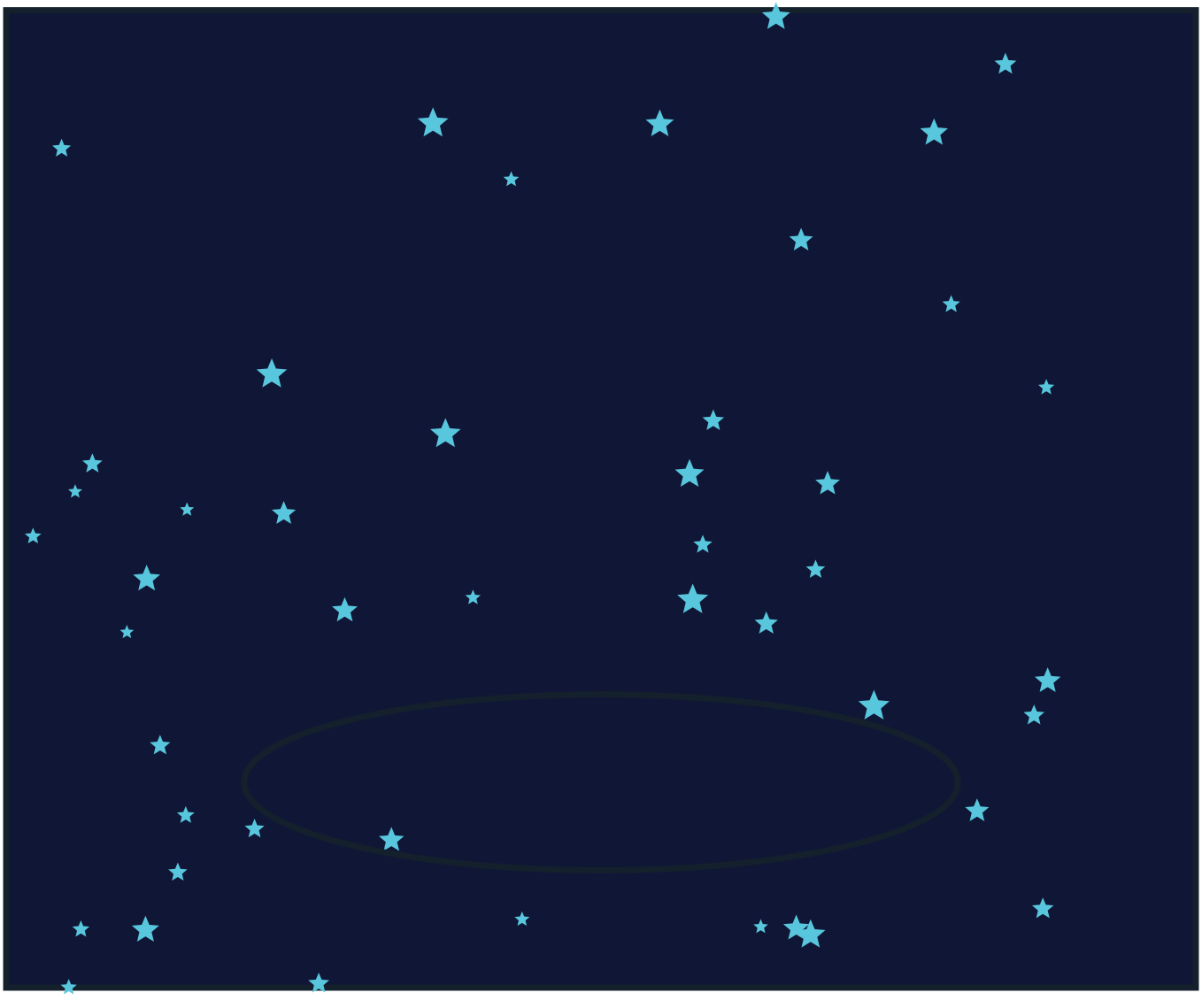




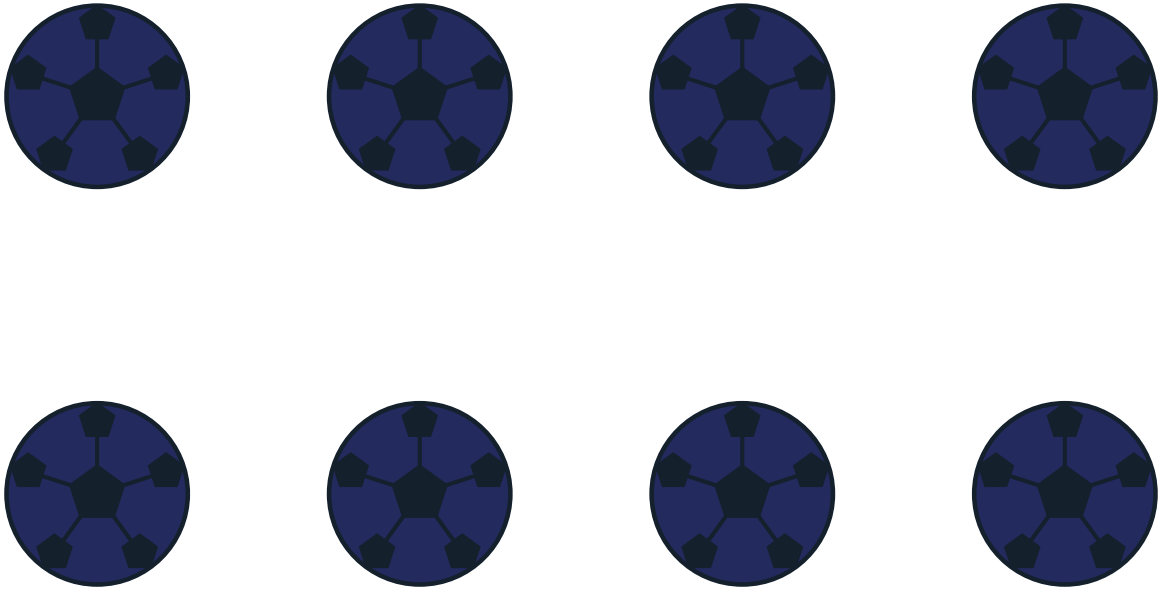
Pattern Play



The Arena From Above



Count the Balls!



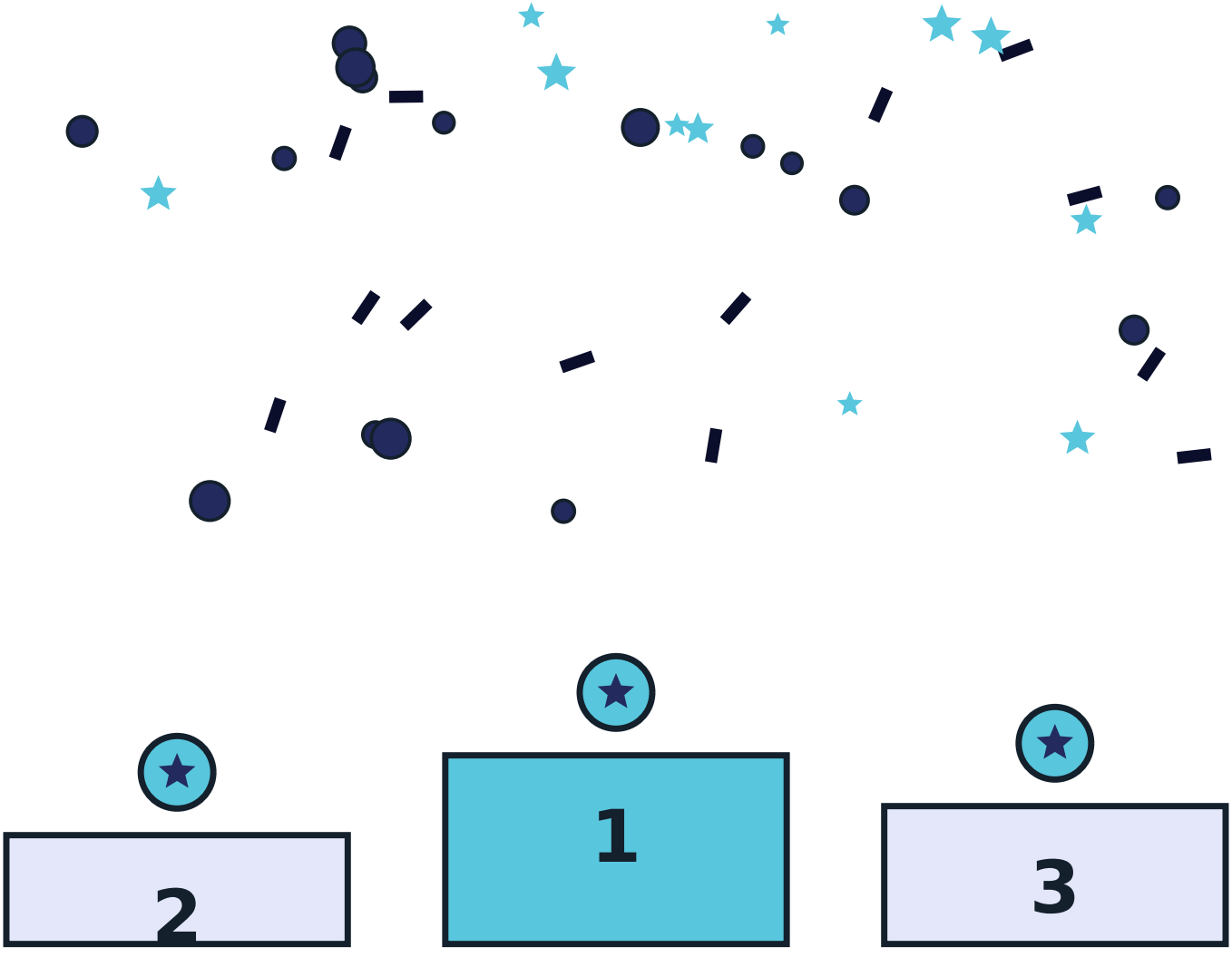
How many can you count? Write the number here: _____

My Favourite Part of Zero-G Athletics

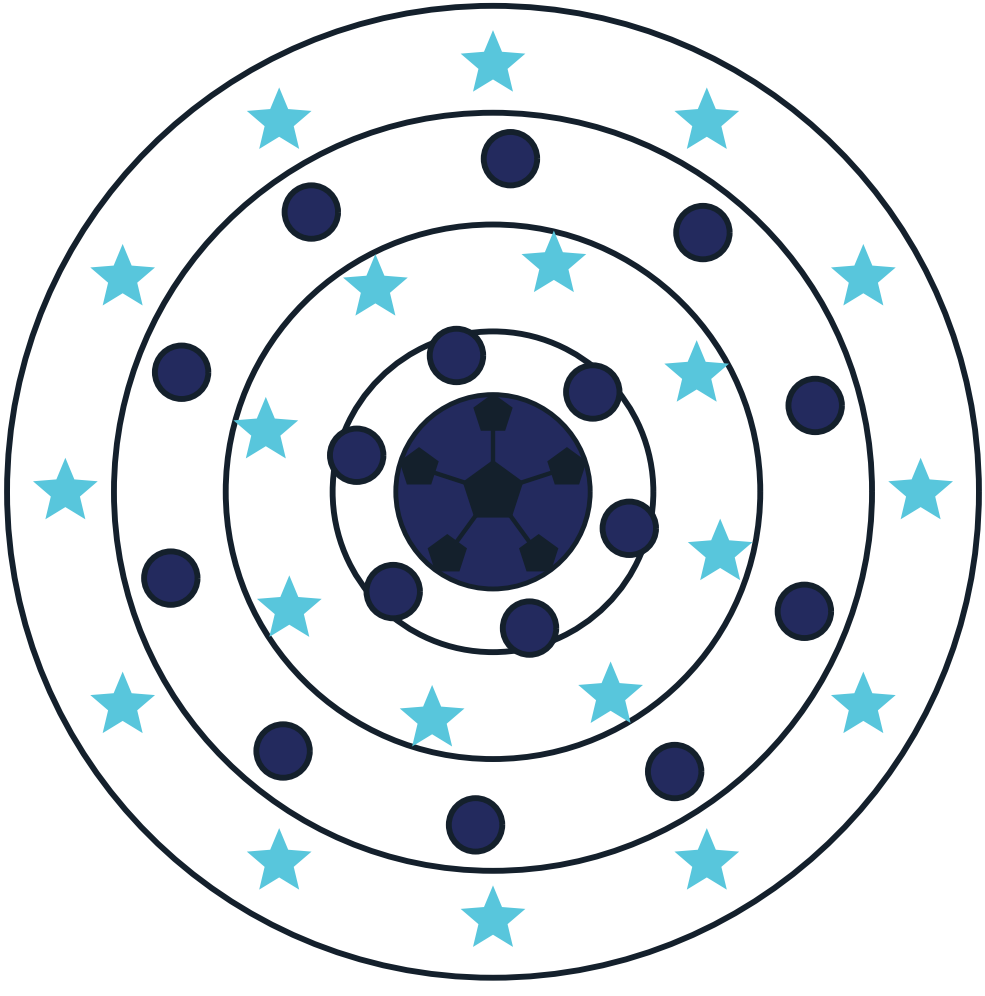
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: None — fictional sport. Laws edition the site's rules file follows: Best reference: the Battle Room game in Orson Scott Card's novel Ender's Game (1985) and the 2013 film. Everything in this book comes from Sport on Earth's own verified sport files — the same words you can read on the sport's page at Sport on Earth. The illustrations are original artwork drawn by computer for this book series. They are not pictures of real players, real teams or anybody else's characters.

More Books in the Family

- The Cartoon Book of Quidditch
- The Cartoon Book of Blitzball
- The Cartoon Book of Motorball
- The Cartoon Book of Light Cycle Racing
- The Cartoon Book of Podracing
- The Cartoon Book of Baseketball
- The Quidditch Colouring Book
- The Blitzball Colouring Book

My Notes

Zero-G Athletics

The Cartoon Book of Zero-G Athletics — a Sport on Earth Book.

Text from Sport on Earth's verified sport files. Illustrations: original programmatic artwork created for this series, including the site's own sport mark. No copyrighted characters, team logos or player likenesses appear in this book.

Collect the whole shelf: a cartoon book and a colouring book for every one of the 442 sports and games on Sport on Earth.

