



# GekBall Evolution Tournament 2026

Information Brochure

## What is GekBall Evolution?

GekBall Evolution is a modern spin on more traditional GekBall, which in turn is based on ancient Gek traditions. A match in a treacherous arena that tests participants' wit, agility, aim and ferocity, just as much as they test those characteristics in each other. This variant takes advantage of newly developed Gravitino Coil technology to play using a sphere on an arena of small suspended platforms.

*Note: Since I see that there is some confusion. Participants don't have to play as Gek characters. **It is not mandatory to play as a Gek.***



# Code of Conduct

The game is meant to be fun for both participants and spectators. Appropriate and respectful conduct is expected from everyone. Participants are expected to honor the rules presented below and uphold the spirit of proper sportsmanship: play fair, do not cheat, and if you do not intend to participate in good faith, do not participate at all.

## Game Modifications

Matches should be fair and serve as a showcase of the participants' skill. Game Modifications affecting elements with impact on performance during a match, or save editing of such elements are not allowed. Such elements include, but are not limited to:

- Movement (on foot and using jetpack)
- Gravitino coil
- Exosuit Technology and Exosuit Technology Slots

## Technology modules

To keep the game simple and focused, while also ensuring it remains interesting and fun, we would like to exclude certain technologies. Participants should also limit themselves to S-Class movement modules.

Excluded technologies include:

- Rocket Boots
- Nutrient Ingestor

## Game Mode

Participants should have their difficulty set to Normal preset and disable PvP in their Network Settings (Options → Network → PvP with = No one).

## Tournament's Format

The exact format will be dependent on the number of participants. However there are some details we can share right now.

- The tournament will be divided into two categories: Duets (teams of two) and Solos (teams of one).
- Matches will be played until one team scores 3 points or until time runs out. The length of a match will depend on the total number of matches, but we would prefer to keep individual matches on the shorter side.

# Signing up for the tournament

After reading this brochure, if you wish to participate in the tournament you will have to reach out to bjorn\_arekson on Discord and provide the following:

- Confirmation that you have read, understood and will abide by the rules outlined in this document.
- A picture of your in-game character that you will use to participate in the tournament.
- A "fact sheet": a short list of trivia about you and/or your in-game character, a description, or anything else you would like to be presented during a pre-match introduction, tell us something about yourself or your activities in No Man's Sky. If participants wish to, they can also state the community they want to represent.
- Which category you want to sign up for: Duets requires a team of two, Solos a team of one.

## Timeline

Important dates related to the tournament:

- Monday 1 June - Sign-ups open
- Sunday 14 June - Sign-ups close and the arena is made open to the public for visitation and practice for the tournament.
- Sunday 21 June - Day of the Tournament

# How to play GekBall Evolution

One of the beauties of the game is its relative simplicity and how many of its mechanics are a natural result of how the mechanic is implemented in the game.

## The Arena

The field consists of two hoops positioned on opposite ends. The base part used for hoops is a Wattertight Door placed horizontally. Between the hoops are tiles suspended above the floor in the shape of a rectangular grid. The four corners of the grid contain Scoring Tiles. Between all tiles there is a net of ByteBeat cables which allow players to fall through, but due to having collision with the sphere will keep it on the same plane as the platforms.

## Gravitino Coil

The game is played using only the Gravitino Coil. Players are not permitted to use weapons or other Multi-Tool functions. The Gravitino Coil can be used to push, grab, and shoot.

## Start of the game.

The game begins with players standing on their Scoring Tiles, located near their hoop. On signal, a sphere is created using a sphere creator suspended above the center of the field, and players are free to try to grab or push it using the Gravitino Coil.

*Note: Players can jump and sprint while holding the sphere, but the sphere is released when the player lands on the ground or uses melee. At that moment, the player who was holding the sphere should try to promptly pick it up again, while the opposing team should attempt to take possession of it themselves. Additionally, if a player falls through the net of cables they will release the sphere on contact with the floor, allowing the opposing team to capture it.*

## Scoring a point.

To score a point, a player must first land on the opposing team's Scoring Tile, located near their hoop, and then shoot at the hoop. If the sphere passes through the center of the hoop, a point is scored.

**Important: When shooting, the player must be standing on the Scoring Tile. If the shot is made while the player's feet are not touching the tile, the point will not count.**

*Note: The Gravitino Coil can push objects over a significant distance. After the sphere is shot toward the hoop, it can be knocked off its trajectory using this property.*

## Winning the match

The match ends when one of the teams scores 3 points, or when time runs out, in which case the team with the most points wins.

## Penalties

Game doesn't have many penalties, but there are some:

- Violation of the Code of Conduct - Disqualification
- Throwing the sphere out of the arena: Players return to their Scoring Tiles and a new sphere is created. The penalized team cannot leave their Scoring Tiles until the opposing team has picked up the sphere.
- Using a weapon or Multi-Tool function other than the Gravitino Coil: Free shot for the opposing team. The penalised team is allowed to try and prevent the sphere from going into the hoop after the sphere is thrown.

## Questions or Suggestions?

If something in this document is unclear or you would like to make a suggestion please don't hesitate to reach out to bjorn\_arekson on Discord. My DMs are open.