

Yellow Jerseys –Skeletons! Skeletons use bows and arrows (a soft gator ball). And shoots (throws) the ball at people. They cannot throw into the houses and can't tag. If hit by an arrow, students goes to the spawning spot.



Green Jerseys –Creepers, creepers can tag people. Creepers also have explosive powers. If a creeper touches one the Mats (houses), they can starting counting, when they get up to 5 seconds, they explode and anyone in the house is dead, they go to the middle mat (Spawing Spot).



Red Jerseys –Spiders or ooze or zombies! They can tag people and their special power is they can stand outside a house and reach in (both feet must be on the ground). And tag people inside the houses (students that are on the mat).



Purple Jerseys –Enderman, enderman can tag people but they also can teleport into the houses. If they touch the mat with 1 foot, they start counting up to 5, when they get up to 5 they can go into the houses and tag people. They can only stay in the houses for up to 3 seconds and must get out after that.



Blue Jerseys and Googles - Zoomies – Zoombies wear googles and tag oersons, They tag oersons in the legs or arms. If the Oerson is tagged in the arm they hold it behind them and run around without the arm. If they get tagged in the leg they have to lift that leg and hop. Once they lose all 4 limbs they go the Spawing spot.

