

THE BIOGEL GAMES

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OVERVIEW

The Biogel Games document will present the various aspects of the Biogel Games, in its various forms, as they exist in the Destiny Omega/Gelitech story world.

ARENA TOURNAMENT GAMES: THE ARENAS

Biogel Games, Facilities

Every Biogel Games arena is designed using video game design principles in order to encourage a high degree of risk taking on the part of the participating gelfighters. The principle purpose of this design theory is to generate as many 'casualties' as possible, in the most visually entertaining manner possible. This helps ensure that the seats for every match as almost always sold out, and that the televised matches are among the highest rated programs in the whole of the Fey'li Empire.

As of the year 4618, there are 22 primary permanent arenas spread throughout the Fey'li Empire. At least one arena is located in each prefecture, and each has its own dedicated home team. Each has its own unique environmental theme and its dimensions and seating capacity are

custom configured to maximize entertainment value and profit per match

All Biogel Games arenas are configured with either a primarily horizontal or vertical layout. Horizontal layout arenas are relatively conventional in appearance. Vertical layout arenas are configured as a tall cylinder or regular polygon with all around seating to provide clear views into a vertical structure built into the middle of the arena, with a large gap between the play zone and the walls to provide the audience with the best possible views.

In addition to the basic layout, each arena is configured for a particular type of Biogel Games match. Fortress Assault matches feature the two teams each attempting to capture the opposing team's fortress at the opposite side of the arena. Dispersed Objective matches have a number of widely separated mini-fortress objectives, and teams are scored based on how many are held at the end of the match.

THE BIOGEL GAMES ARENA TOURNAMENT GAMES ARENAS

Arena	Location*	Theme	Type**	Home Team
Anwae Arena	Mashiva Spaceport, Maria IV, Marian Drift	Abandoned Warehouse	H, F	Pink
Balu Arena	Rowa Tourist Center, Rowandi V, Rowa Rift	Rowa Hive	H, D	Glitter Violet
Birandi Arena	Birandi Park Center, Tshiparra II, Loshaar Nebula	Abandoned Factory	H, F	Orange
Cho'sir Arena	Cho'sir Spaceport, Labranna, Virrian Void	Chemical Plant	V, D	Yellow
D'biir Arena	D'biir Convention Center, Elshi VII, Keyla Frontier	Swamp	H, T	Brown
Epandi Arena	Epandi Spaceport, Nobarra VI, Shoray Nebula	Power Plant	H, F	Purple
Imperial Arena	Imperial City Old Navy Yard, Fey'lin, Imperial Core	Ultra High Tech	V, D	White
Jaluur Arena	Jaluur Sporting Center, Jaluur III, Chori Drift	Pine Forest	H, D	Green
Kasha Arena	Kasha Navy Yard, Ashuri II, First Colonies	Ancient Temple	H, T	Blue
La'shan Arena	La'shan Entertainment Center, La'shan, Komanti Frontier	Castle Siege	H, F	Gray
Maran Arena	Maran Station, Maran Station, Farri Main	Glowing Slime	V, T	Lime
Nexilon Arena	Nexilon Training Center, Nexilon III, Vesha Frontier	Military Base	H, F	Olive
Paxi Arena	Port of Paxi, Paxitar, Droxi Nebula	Mushroom Forest	H, D	Red
Quaxa Arena	Quaxa Park, Maxali, Imperial Core	Alien Abstract	V, T	Glitter Sky
Raleer Arena	Raleer Resort District, Vandoniss, Atanni Cloud	Industrial Tower	V, D	Sky
Rowa Arena	Rowa Tourist Center, Rowaxa III, Rowa Core	Rowa Hive	H, F	Glitter Purple
Savi Arena	Savi Navy Yard, Dendari X, Meylune Expanse	Modern Factory	H, D	Violet
Shojarri Arena	Shojarri Landing, Sindarra IIX, First Colonies	Holographic Urban	H, D	Glitter Blue
Sterra Arena	Rowa Tourist Center, Rowlix II, Rowa Thread	Rowa Hive	V, T	Glitter Pink
Tamarri Arena	Tamarri Convention Center, Jessan III, Zova Rift	Steel Mill	H, F	Rust
Tundi Arena	Gelitech Center, Mitann, Mitanni Drift	Urban Park	H, F	Aqua
Vixaera Arena	Von'kir Park, Maria IV, Marian Drift	Zombie Apocalypse	H, T	Glitter Aqua
Zhalia Arena	Zhalia Sports Park, Cinda II, Imperial Core	Organic Abstract	V, T	Glitter Green

* Locality, Planet, Fey'li Imperial Prefecture

** H: Horizontal Layout, V: Vertical Layout, F: Fortress Assault, D: Dispersed Goals, T: Treasure Hunt

Treasure Hunt matches have numerous objects hidden around the arena, each worth a certain amount of points, and the team holding onto the most points worth of objects at the end of the match wins.

Fortress Assault arenas are configured with three zones. At each end are fortress zones which will begin in the possession of one of the playing teams. In the middle is a deep 'pit' with bridges and platforms crossing it. Continuously cycling elevator platforms give access between levels. Obstacles matching the arena's environmental theme are placed throughout to provide cover and give the playing field a maze-like feel to it. The position of these obstacles changes for each match. Biogel traps are spread throughout the central zone, and biogel monsters make periodic forays into the field.

Dispersed Objective arenas are multi-level affairs with lots of platforms and between seven and fifteen small, semi-fortified objective positions. As with the Fortress Assault arenas, obstacles are placed throughout, and their position changes between matches. Unlike the Fortress Assault arenas, indiscriminate traps are few. Most are linked to individual objectives and will only target members of the opposing team. Biogel monsters are summoned whenever a team manages to hold onto a certain number of objectives for a predetermined amount of time.

Treasure Hunt arenas are the most complex, with an integral maze-like playing field and fewer movable obstacles than the other two types. There are traps aplenty, and a number of voracious biogel monsters roam freely.

Almost all of the Biogel Games arenas have associated Gelitech Gelarium Biogel Experience facilities attached, or located in the same municipality when that is impractical. All arenas do have a limited number of Biogel Experience and Biogel Lifestyle Sales facilities available. In most cases, these are fully automated and accessible at all hours.

ARENA TOURNAMENT GAMES:

THE RULES

Biogel Games, Rules

A common set of very basic rules applies to all Biogel Games: Arena Tournament Games matches. All Gelfighters are expected to respect both the substance and spirit of these rules, which will be judged by a set of referees, both in the arena and observing from special stations protected from the inevitable collateral damage caused by certain events that may occur during play. These rules are as follows:

PRE-MATCH RULES

- Each team will be given a set of obstacles to set up in their home fortress zones. They may place the obstacles in any configuration with the following exception: A walking path must exist between the top of each fortress zone lift platform run and either a bridge leading to another fortress zone building, or the base of another lift, stairway, or ramp, leading upward to the next level of the fortress/fortress zone building.
- Neither team may access or otherwise attempt to learn the configuration of the opposing team's fortress zone prior to the beginning of the match.
- Neither team may access the area or otherwise attempt to learn the configuration of the mid-field, its hidden rewards, and its obstacles prior to the beginning of the match.
- Each Team will receive a specific initial allotment of gear points two hours prior to the match. Each Team Captain must use those points to purchase biogel pellet and sprayer weapons, and potentially some other match-specific gear to be doled out to their team's gelfighters.
- Each Team Captain will assign her team's gelfighters to starting positions within their own fortress zone, to be taken up no sooner than ten minutes prior to match start.
- Neither team shall attempt to learn how the opposing team has allotted their gelfighters and/or equipment prior to entering the playing field prior to the match.

MATCH RULES

- The match begins at the sound of the first chime.
- Gelfighters may use any resources at their disposal in an attempt to achieve the particular goals of the specific match.
- Referee instructions must be heeded at all times.
- Referee judgments may be appealed.
- Appeal decisions are final.
- Prohibited are: Deliberately pushing other gelfighters off of lifts or from platforms except when specifically allowed. Deliberately shooting of targets in the face at short range. Forceful physical restraint. Causing casualties during a declared time-out. Causing casualties after the end of match. Failing to heed the instructions of a referee.
- Discouraged are tactics specifically crafted to drag out play for no specific end. Should the lack of play by both teams drag on for an excessive amount of time, referees may trigger arena events to stimulate activity, or call the match depending on the circumstances.

OBJECTIVES (FORTRESS ASSAULT)

One team wins when it has:

- Entered the opponent's fortress goal 'portal'.
- Eliminated the opposing team.
- Forced the opposing team to surrender.
- The most points when time runs out. Points vary via arena and specific match. Generally 1 per casualty caused, with extra points depending on the manner used.

OBJECTIVES (DISPERSED OBJECTIVES)

One team wins when it has:

- The most objectives occupied when time runs out.
- Eliminated the opposing team.

- Forced the opposing team to surrender.

- A gelfighter may appeal any punishment.

OBJECTIVES (TREASURE HUNT)

One team wins when it has:

- The largest treasure hoard when time runs out.
- Entered the opponent's fortress goal 'portal'.
- Eliminated the opposing team.
- Forced the opposing team to surrender.

TIME OUTS

- Each team may call up to three time outs during a match. Durations range from 3 to 5 minutes depending on the specific match.
- A referee may call a time out at any time, and for any duration between 3 and 15 minutes.
- Time out is signaled by a special chime that lasts three seconds.
- Weapons fire must cease by the end of the chime.
- Players must stay in place during a time out unless instructed otherwise by a referee.
- At the end of time out, a single chime is sounded. Players may then move up to ten steps in order to help compensate for any advantage their opponents may have gained as a result of the loss of momentum caused by the time out.
- After a ten second delay, a second, distinct chime is sounded to signal the return of normal play.

PUNISHMENT

- If a referee determines that a gelfighter has committed a prohibited act, they must call an immediate time out in order to settle the issue.
- The referee may dole out any punishment they feel appropriate, so long as it remains within the form and spirit of the Biogel Games. This runs the range of ordering a gelfighter to change their position on the playing field, to ordering them to give themselves up to a trap or biogel monster, or to requiring their own team to render them a casualty in suitable fashion.

GELFIGHTER SUIT: MERMAID

Biogel Games, Gelfighter Suit, Transformation Peril

As visitors to any Gelitech Gelarium know, there are few aquatic creatures more attractive and enticing than a biogel body mod mermaid. Now, with the advent of the Exotic Aquatic biogel games environment, everyone gets to see just how alluring a shiny rubber mermaid can be! They're going to get to see lots of them too, as the mermaid body mod is the most popular gelfighter 'suit' by far!

The gelfighter mermaid suit takes the basic form of the standard mermaid body mod. This features a glistening black biogel base that fully transforms the gelfighter into animate biogel from the neck down. In place of legs, the gelfighter acquires a highly flexible mer-body that offer a high degree of mobility and lower body dexterity. A horizontal tail fin offers excellent swimming speed. Dorsal and flank fins provide superb stability and maneuverability, even when the gelfighter is using her arms for non-swimming activities.

The most visible feature unique to the biogel games version of the mermaid body mod is its coloration. The torso front, neck, center back and tail are all in the gelfighter's team color. While not mandatory, many gelfighters have their hair modded into similarly colored biogel strands.

Also unlike the normal mermaid body mod, the gelfighter mod provides a modest enhancement to the users underwater dexterity. The price, however, is that the colored portions of the suit, and hair if applicable, begin to glow when the gelfighters takes possession of an objective, such as the little tendril patch depicted here. Each objective that the gelfighter holds, the brighter the glow gets, and the easier she is to see for allies and opponents alike. Loss of objectives dim the suit's glow, while making use of the suit's ability to make short double speed sprints will cause it to glow brightly for triple the duration of the sprint.

When an aquatic gelfighter suit is glowing at over half its maximum intensity, it will begin to attract nearby hazards such as projectiles, floating inflato-bubbles, and roaming biogel monsters, almost like a magnet. As a result, individual gelfighters need to carefully manage their play in order to keep within the limits of their abilities in the arena.

Mermaid gelfighter suits cannot be purchased. Only an individual committing to at least a year's contract with an aquatic biogel games team can acquire one, to be worn immediately upon joining the team. The suit can be retained when leaving a team, though many opt for a fully obsidian black recoloring at some point.

GELFIGHTER SUIT: ROWA

Biogel Games, Gelfighter Suit, Transformation Peril

Not wanting to be left out of the shiny black promotion machine that is the Biogel Games, the combined rowa hives decided to field three teams to represent the three rowa prefectures of the Fey'li Empire. These teams would fill their ranks from volunteers recruited from the Empire's other prefectures. In order to ensure that the volunteers would never be able to escape their new roles as glossy representatives of the hives, the rowa commissioned Gelitech to craft special new team uniforms in the style of a rowa worker-drone's body.

Rowa gelfighter suits look like headless, hollowed out rowa worker-drone bodies made of shiny biogel. The suit's segmented, off-white body and upper legs are thick, with a firm, jelly-like consistency. The black arms and lower legs are a bit more flexible. The only obvious way to enter the suit is through the tight neck, which will only give way for someone who is quite insistent of pushing their legs into the opening.

Donning a rowa gelfighter suit is quite a chore, though the act, in and of itself, doesn't make one a gelfighter. The suit will invade available body orifices just like any other biogel suit, dealing with body wastes and seeing to any other mandatory anatomical functions which a solid biogel coating might interfere with. Outside of this, however, the suit is actually almost completely inert. A rowa gelfighter suit can be activated, however, by either wearing it too long, or via deliberate action.

Taking a rowa gelfighter suit off is just as much a chore as putting it on, and often requires assistance to get the neck to relax and open up sufficiently for an exit. The temptation to leave the suit on for an extended period is significant, but if it's worn for longer than 48 hours, there is a rapidly rising chance that it will activate. During the first 4 hours after the 48, there is a 1% chance of activation. This chance doubles after every successive 4 hour period. Activation is assured after 80 hours have passed beyond the first 48.

However activation occurs, the results are the same. The biogel of the suit subsumes the wearer's entire body below the neck, permanently transforming it into its own substance in the fashion of a biogel body mod. This takes between 5 and 10 seconds to complete. Once done, the new gelfighter's body, below the nape of their neck/jaw, is left as a genderless biogel insectoid. There are several detail variations of the final transformation that come in three 'levels' or tiers of relative power. These allow the gelfighters to fight in various ways without needing to resort to technological biogel projector weapons.

The high level 'captain' form is reserved exclusively for a Glitter Team's current Captain. Glitter Team Captains are recruited exclusively from the veteran ranks of the other Biogel Games teams. Only those who have survived a match can volunteer. The form's transformation leaves the subject's head completely intact. The weapon formed during the transformation is a staff who's glistening black biogel tip can transform a touched opposing team gelfighter into a new rowa gelfighter of any mid or low level type. In addition, during matches, the Captain grows four long insectoid 'legs' from her back, each of which can transform a touched opposing team gelfighter into a low-level 'kisser'.

The high level 'shaman' form is reserved for only the most willing and enthusiastic volunteers. The resulting transformation is outwardly similar to that of the Captain type, minus the long legs that appear during matches. The shaman's staff weapon works in a similar fashion, but can only transform opposing team gelfighters into low-level 'kissers'. The transformation also includes a shield that, unlike the rest of the shaman's body, is immune to the touch of non-rowa gel pellets.

The mid tier 'blaster' form is applied to those volunteers who are quite willing, but also equally nervous. The transformation includes a rowaform 'mask' and antennae. The mask reconfigures the subject's brain, rendering

them totally subservient to the shaman they've been assigned to by the team Captain. The 'blaster' is provided with a mid-range automatic pellet projector that extends from the right forearm. This can project between 5-8 pellets per second out to a range of 40 meters.

The mid-tier 'long-shot' form is provided to individuals who are enthusiastic but cautious. It is outwardly identical to the 'blaster' save for the very different form of pellet projector. This has a long right forearm protrusion connected to a large bulb attached to the upper arm. This bulb can be suddenly contracted to propel a single biogel pellet up to 100 meters, once every 3 seconds or so, with a very high degree of accuracy.

The mid-tier 'masked shaman' form is provided to enthusiastic and willing volunteers when the team's quota of shamans is already full. The form is that of a shaman, but with a mask and antennae. They have the same staff, and the same sized shield. They are as subservient as any other mid or low tier Team Glitter gelfighter, but can be tasked to lead up to four other mid-tier gelfighters, or up to a dozen low-tier gelfighters with a reasonable level of competency.

The mid-tier 'popper' form is provided to individuals judged to be sufficiently enthusiastic and aggressive. It is identical to the 'blaster' suit, save for the very different form of pellet projector. The right forearm is surrounded by an irregular set of between 8 and 12 projectors, with tubes leading to a large upper arm bulb like that of the 'long shot'. This bulb can be suddenly contracted to propel a full salvo of pellets in a narrow cone, out to 20 meters, once every second or so.

The mid-tier 'sprayer' form is provided to individuals who are judged to be enthusiastic and possessed of a sufficiently well endowed chest for maximum tactical potential. It is more or less identical to the 'blaster' suit, but has biogel spray nozzles on both lower arms. Both upper arms have large bulbs like the 'long-shot'. When the bulbs contract, the nozzles spray gobs of biogel in a wide cone out to a range of 10 meters, once every 2 seconds or so.

The low-tier 'artillerist' form is provided to a portion of the average volunteers. This form is a basic body with mask and antennae. It is capable of entering into a state of rapport with Team Glitter heavy weapons installations, allowing them to fire them with the same level of accuracy as normal gelfighters with normal Biogel Games heavy weapons. Beyond this ability, the only attacks an 'artillerist' can make are the kiss and spit attacks provided by its masked face.

The low-tier 'kisser' form is the form that nearly all Glitter Team weapons impose on opposing team gelfighters when hit. It is also the form provided to individuals selected to join a Glitter Team during mid-game events. It looks identical to an 'artillerist', but lacks its heavy weapons affinity. Its only attacks are to kiss or spit at an opposing gelfighter.

The low-tier 'phalanx' form is provided to average volunteers who've been selected to form special melee/shield wall squads. They appear identical to 'masked shamans', with larger shields and much longer staves.

The low-tier 'pocker' form is the 'normal' transformation applied to most volunteers. They appear identical to a 'kisser' with small pellet projectors on each forearm. These can fire 6-10 pellets per second out to a range of 25 meters.

The low-tier 'slopper' form is provided to those who's willingness to join a Glitter Team is judged to be motivated by suspect causes. They appear identical to a 'kisser' with small nozzle like protrusions on each forearm. These can slop biogel onto nearby opposing team members, out to a range of 2 meters, once every 2 seconds or so.

In addition to their type based weapons, all 'masked' rowa gelfighters can spit a gob of biogel at a nearby opposing gelfighter. The range of this attack is 1 meter, and can be made once every 3 seconds or so. Masked gelfighters can also attempt to attach a target by kissing them on the mouth.

Glitter Team gelfighters that have biogel firing weapons have a limited ammunition capacity. This comprises the volume of biogel contained in each gelfighter's breasts. Ammunition can be refilled at home base stations provided during Biogel Game matches involving the Glitter Teams, and from sucking on ammunition canisters found throughout the arena.

When a rowa gelfighter is hit by an opposing team's biogel pellets, they transform into a buggy-gummy rather than a normal gummy. They are the rough size of an average humanoid, but their heads are completely transformed into glistening biogel versions of the rowa worker.

Wearing a rowa gelfighter suit, pre or post activation, has a few limited benefits beyond the Biogel Games. Wearers are immune to the transformation effect of rowa 'bug juice', and will generally be treated as rowa by other rowa. Wearers are also permitted to visit a rowa world without being required to join the local hive. This has made the suits useful to diplomats and explorers who might be willing to exchange the majority of their flesh and blood in exchange to explore rowa worlds and stay intact enough to leave and tell the tale.

There is no set price for rowa gelfighter suits. They can be found for anywhere between free and a thousand credits depending on the circumstances. There is no way to control the end result of any given suit's transformation. It's entirely down to how much the wearer actually likes the idea of joining a Glitter Team. Rowa hives are aware of the location of every new gelfighters, and will ensure that they eventually make their way into one of the Glitter Teams, or use them for recruiting or other purposes. Shamans are given more freedom, so long as they use at least some of it to help advance rowa interests.