THE CARTOON BOOK OF

BLITZBALL



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

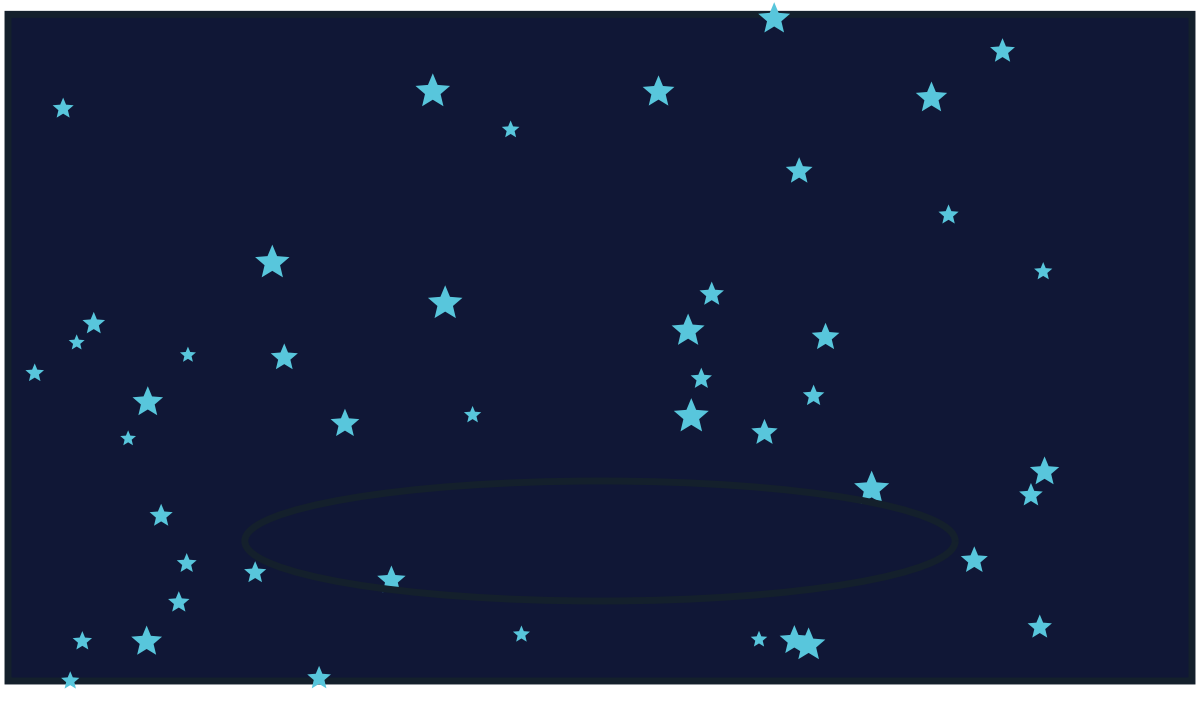
Meet Blitzball!

Underwater ball sport from Final Fantasy X.



Where It Is Played

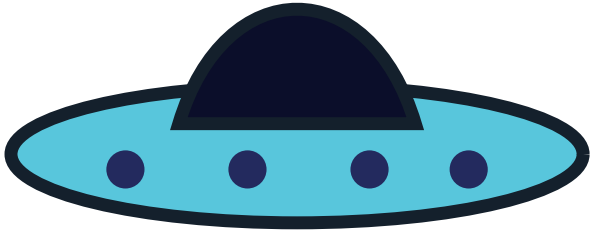
A giant spherical pool of water with a goal at each side, shown in-game on a two-dimensional circular playing plane.



The Gear

In-fiction: a blitzball and the sphere pool; in reality, a copy of Final Fantasy X and its Blitzball mini-game, unlocked after the Luca story events.





How It Starts

Fictional — playable only inside Final Fantasy X: progress the story past Luca, then enter league and tournament play from save spheres and recruit free-agent players across Spira.



How to Play

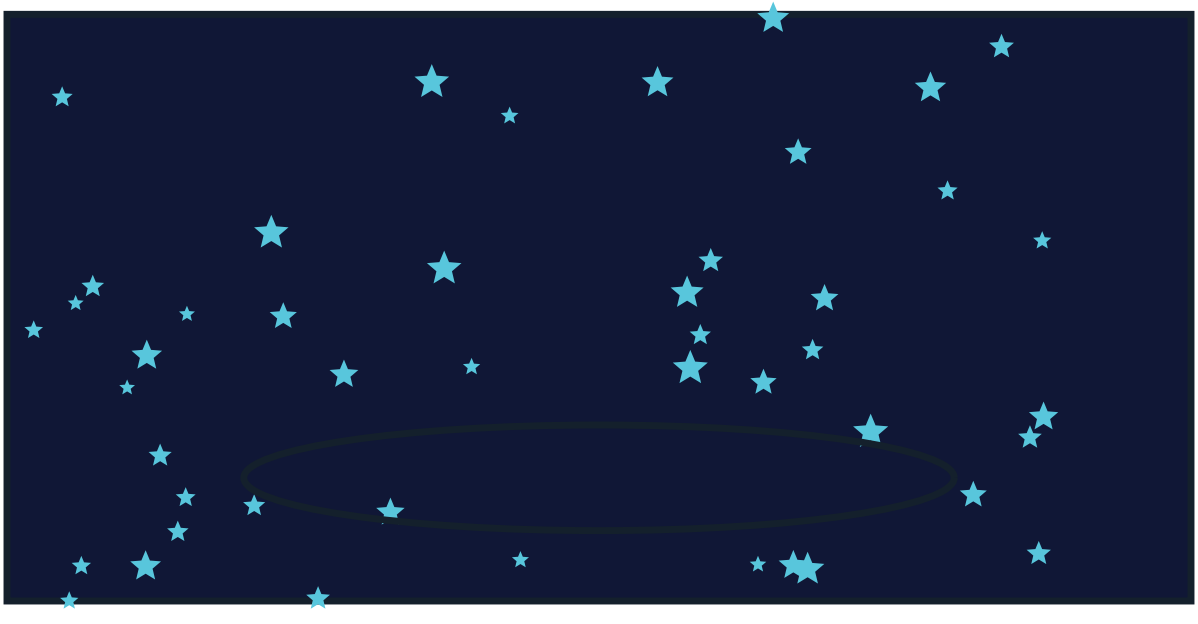
- Format: two teams of six players (two forwards, one midfielder, two defenders and a goalkeeper) play underwater in a giant water-filled sphere pool.
- A match is played in two halves of five minutes; the team with the most goals at the end wins.
- Scoring: a goal is worth one point, scored by shooting the ball past the opposing goalkeeper into the goal.
- The player in possession may dribble (swim with the ball), pass to a team-mate, or shoot; play is controlled one player at a time.

More of the Game

- When an opponent closes in, an encounter occurs: the carrier may break through the defenders, pass, or shoot; defenders tackle using their Attack stat against the carrier's Endurance — if Endurance falls to zero, possession is taken.
- Passes and shots lose power the longer they travel through the water, so distance reduces the effective Pass and Shoot values.
- A shot's remaining Shoot value is reduced by blockers' Block stat and then the goalkeeper's Catch stat; if it is still above zero after Catch, the shot scores and cannot be blocked.
- Players have statistics (HP, Speed, Endurance, Attack, Block, Pass, Shoot, Catch) and can learn Techniques — such as Tidus's Jecht Shot, which knocks out two defenders and adds +5 to Shoot — by Techcopy from opponents.

The Shape of a Match

Six-a-side underwater soccer / water-polo in a spherical pool over two five-minute halves; most goals wins, with stat-based passing, tackling and shooting.

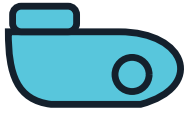


More of the Fiction & speculative Family

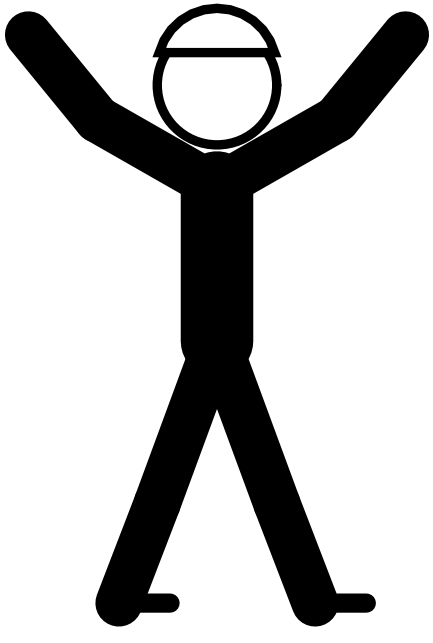
- Quidditch — Broomstick sport from Harry Potter that inspired Quadball.
- Motorball — Cyborg racing from Alita: Battle Angel.
- Light Cycle Racing — Grid racing from Tron.
- Podracing — High-speed racing from Star Wars.
- Baseketball — Basketball-baseball hybrid from the 1998 comedy.
- Zero-G Athletics — Concept sports designed for microgravity.

A Note on the Rules

Blitzball is an authored American backyard format (a wiffle-ball descendant with its own ball design, popularised by tournament series such as Blitzball Battle) under codes written by its promoters — strike zones, pitch rules and formats set per event. A young authored code. No documented law-change history is carried for blitzball.

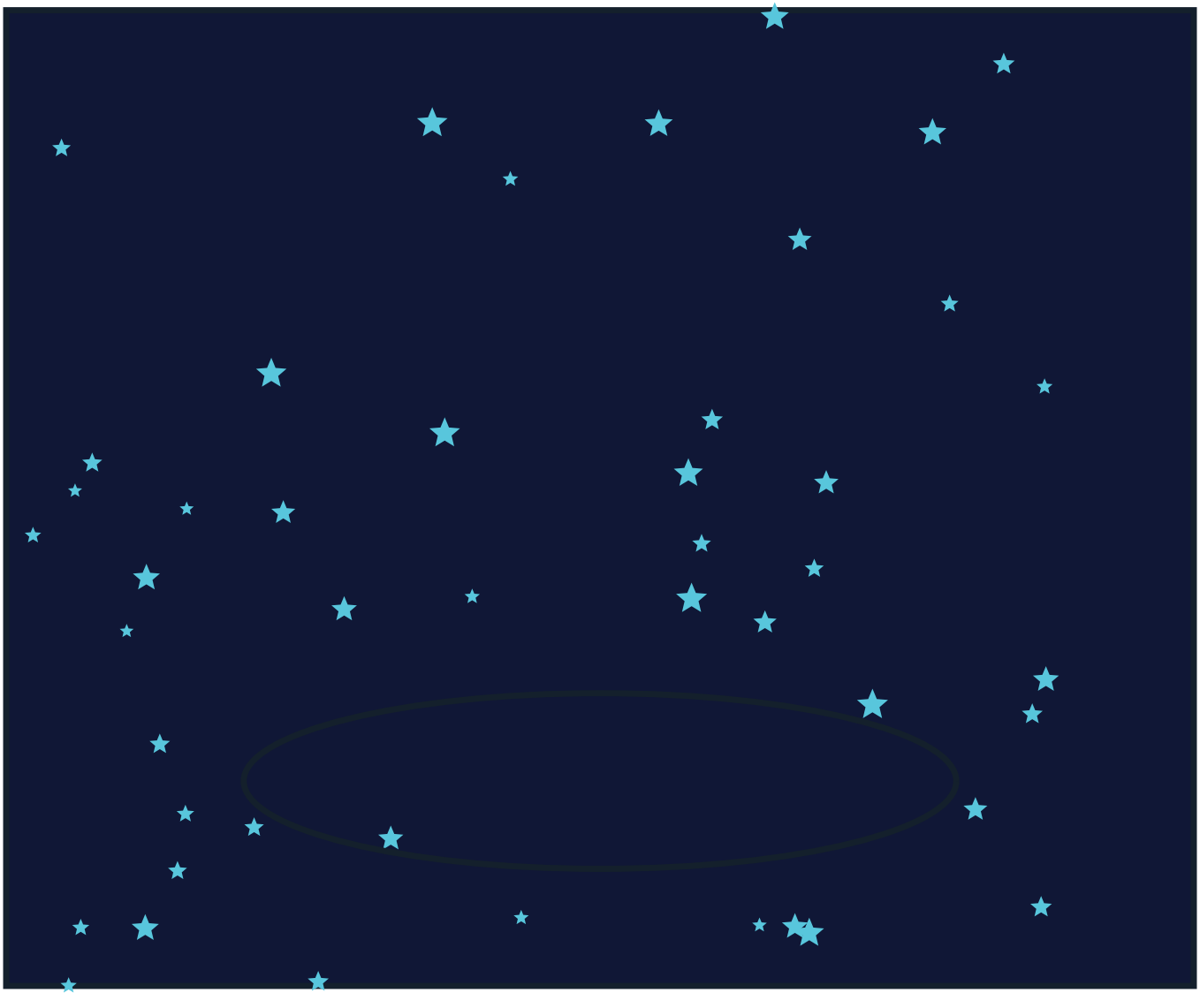


Colour the Action



Psst — this page is a colouring page!

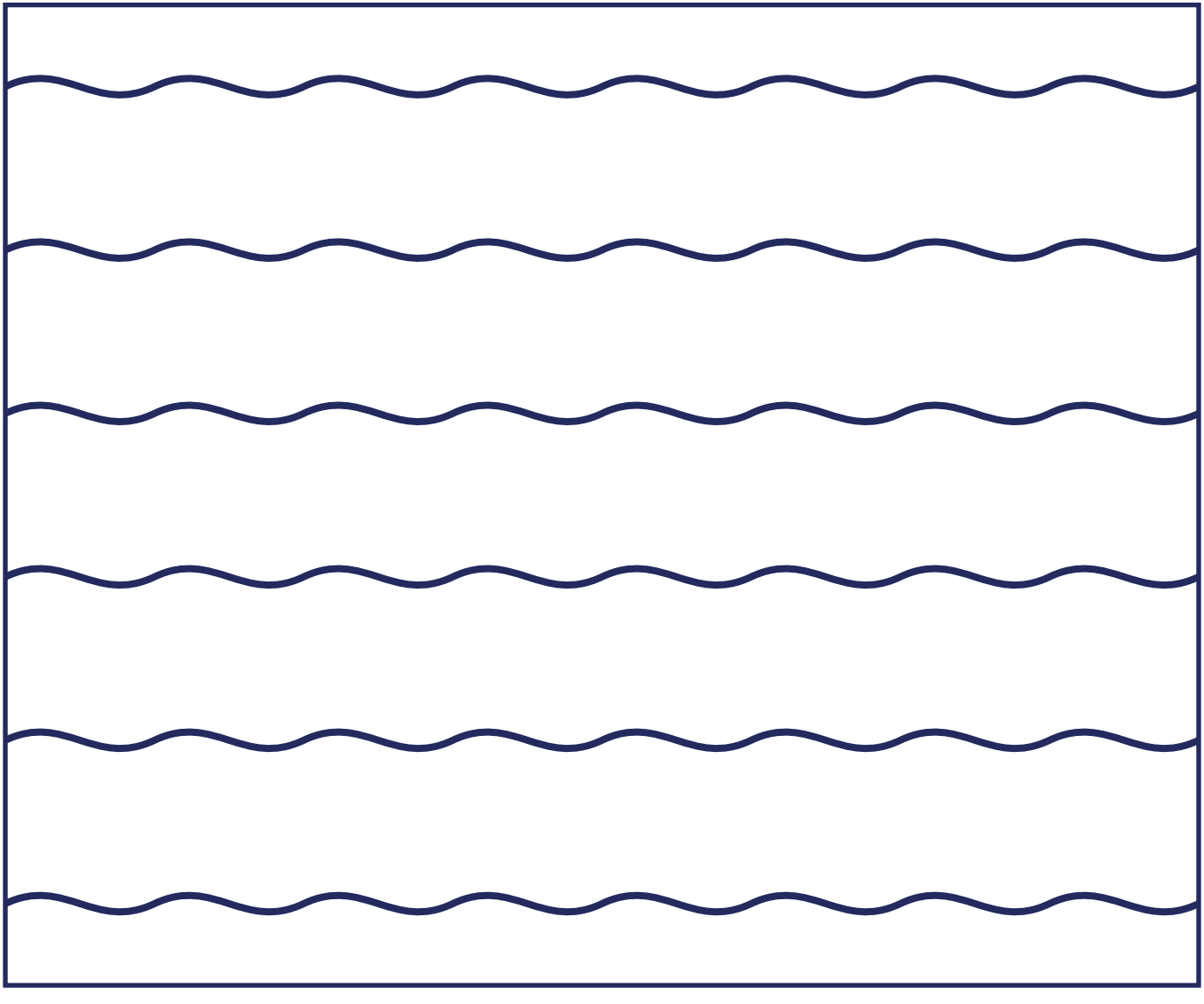
The Sport Today



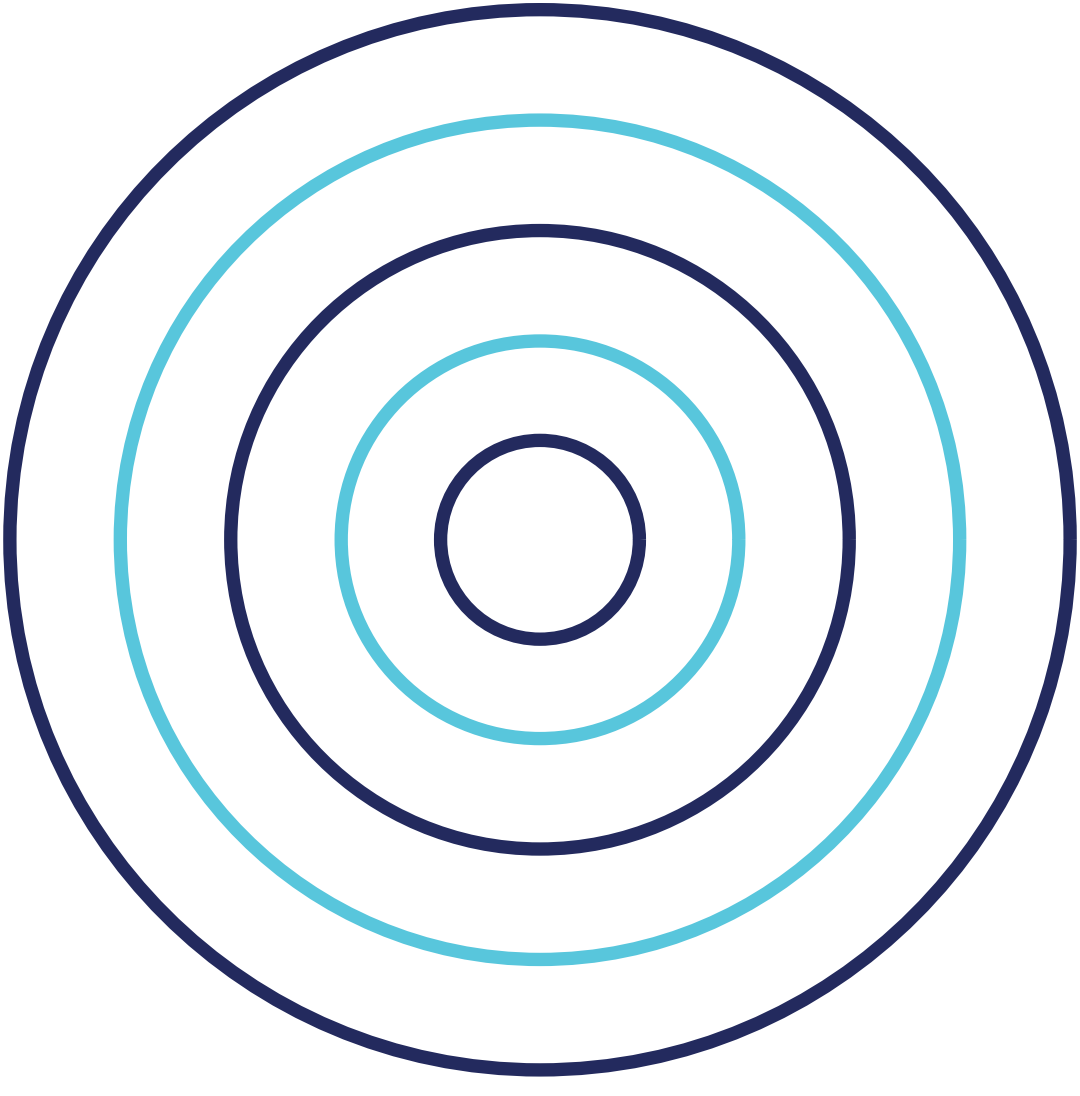
At School and College



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.
- Motorball — Cyborg racing from Alita: Battle Angel.
- Light Cycle Racing — Grid racing from Tron.
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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.



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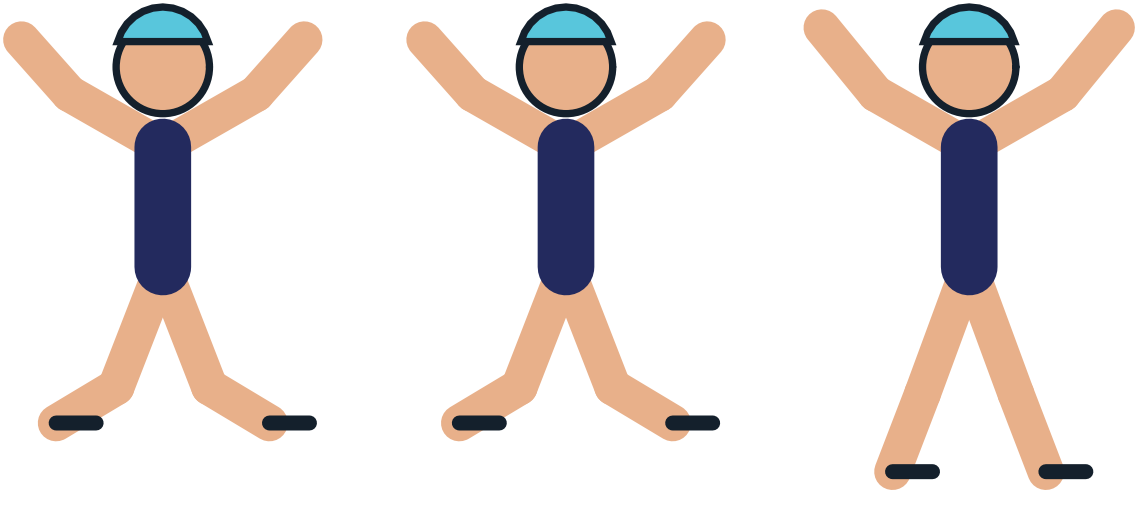
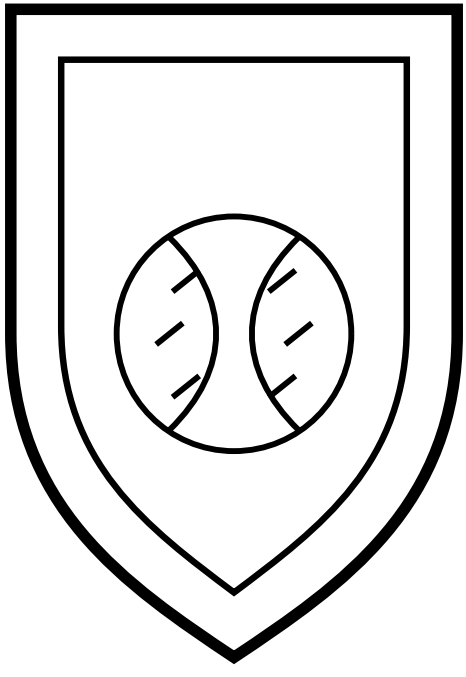
SPORT ON EARTH

Moves of the Game



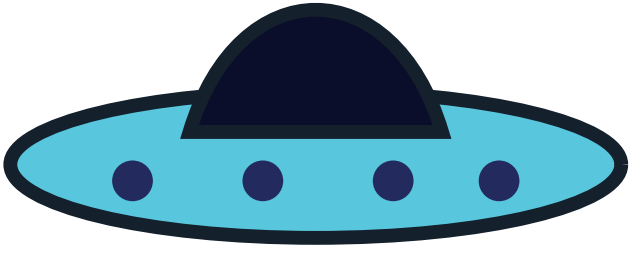
Design a Badge



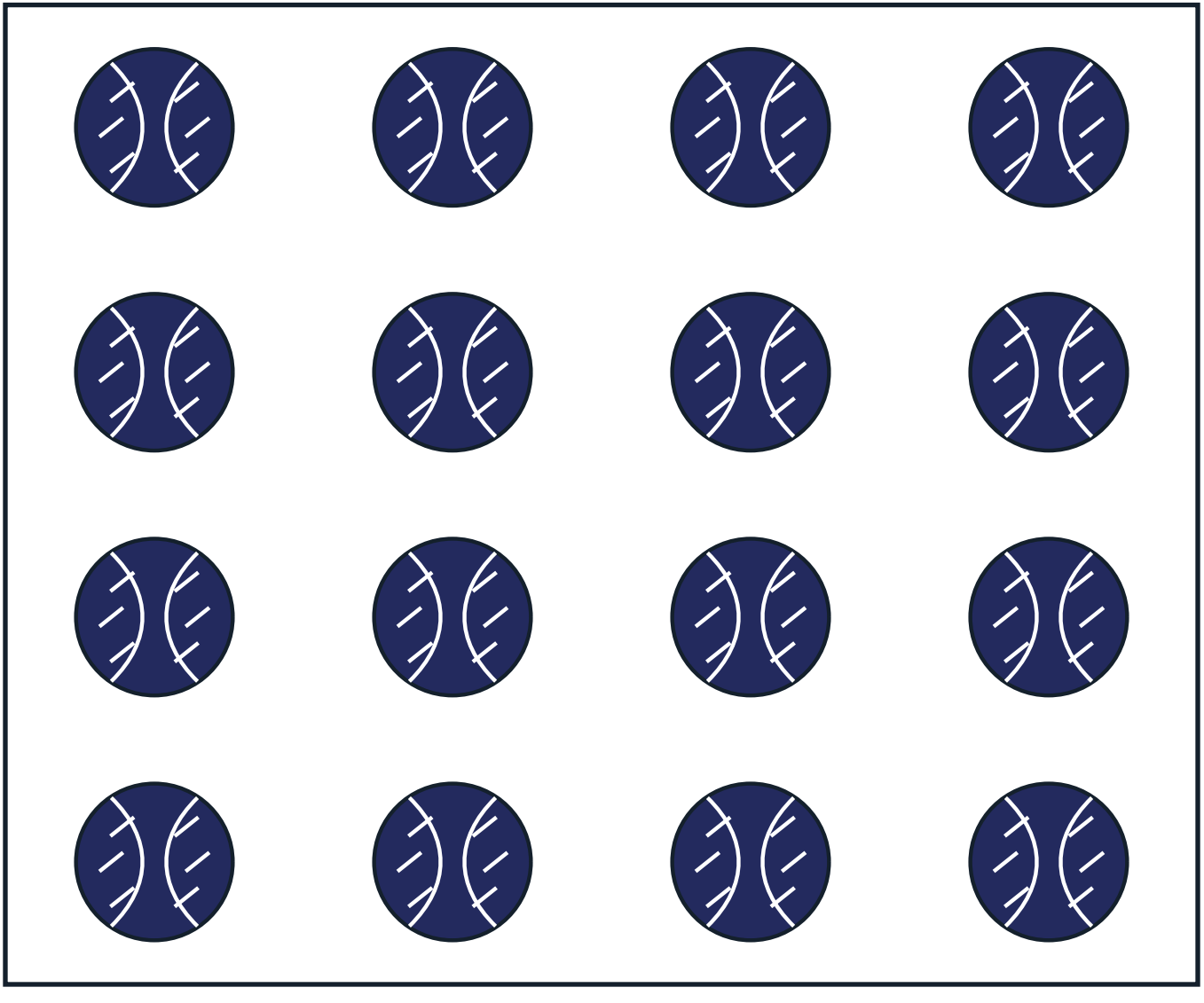
Draw and colour a badge for your own team.

The Gear Parade

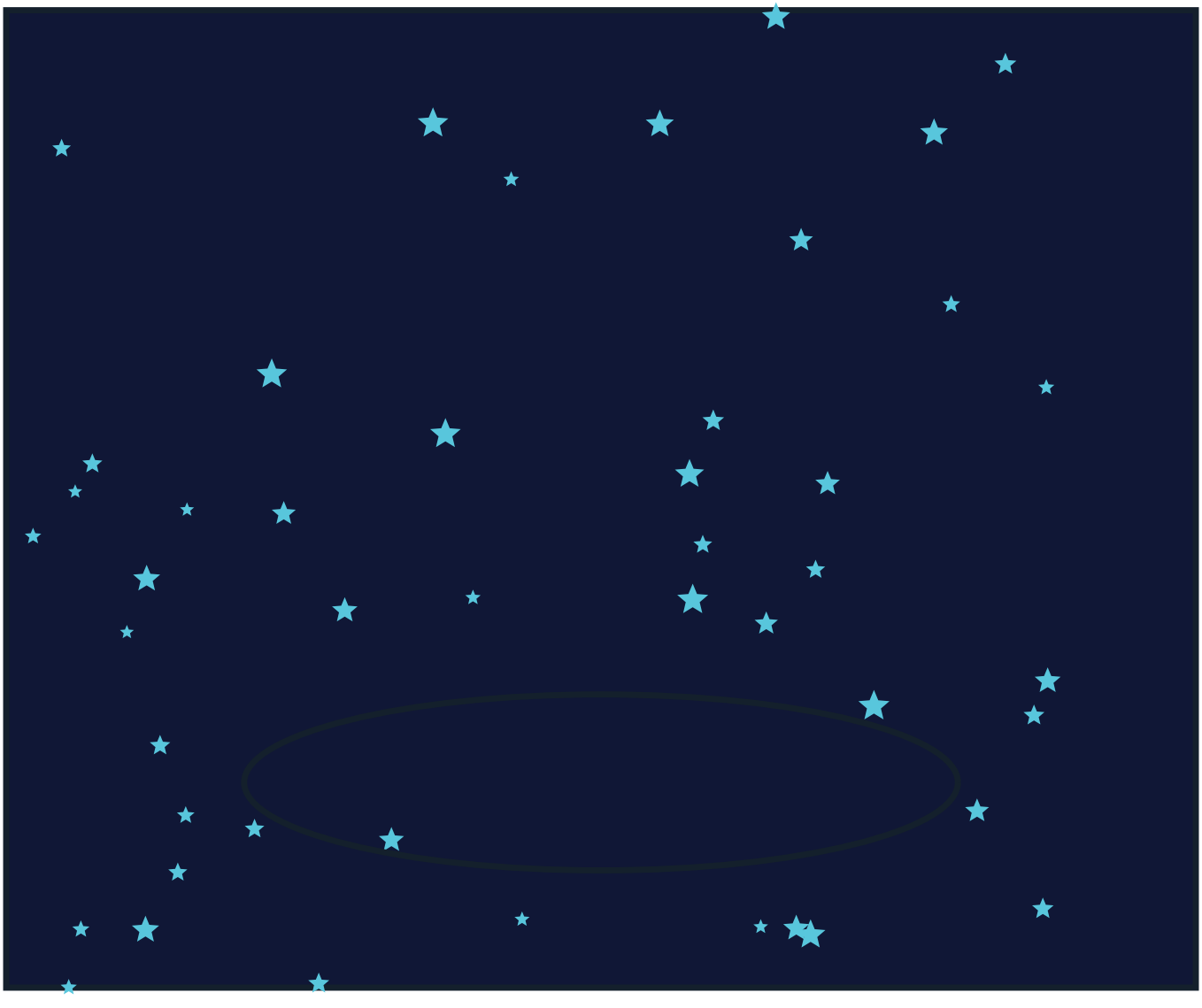




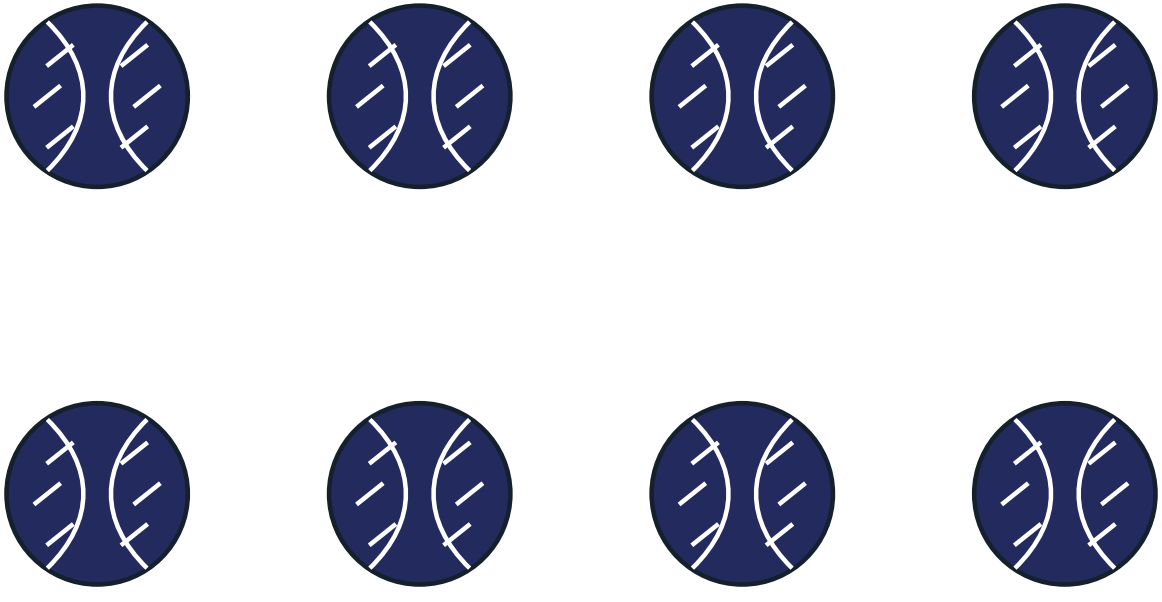
Pattern Play



The Arena From Above



Count the Balls!



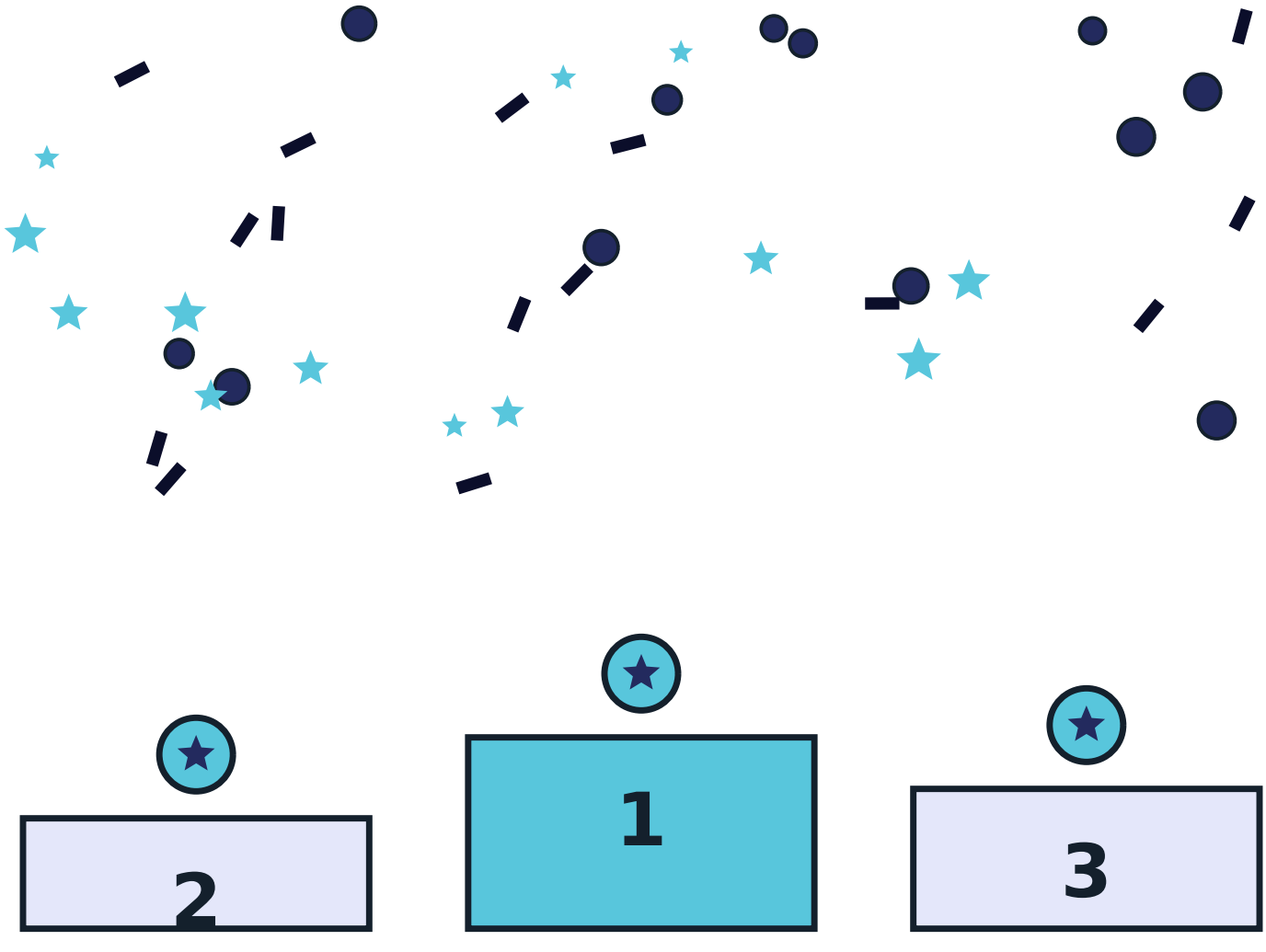
How many can you count? Write the number here: _____

My Favourite Part of Blitzball

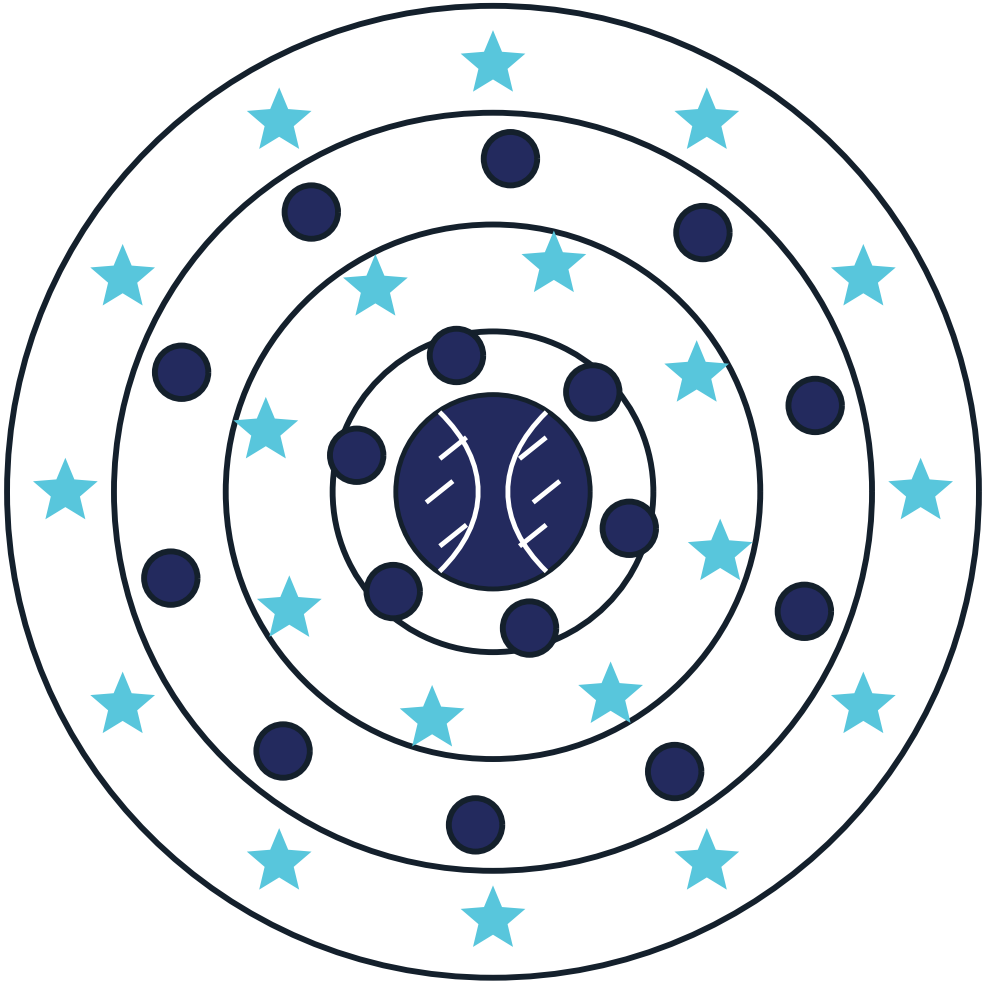
Gear Close-Up



Champions!



The Mandala of the Game



About This Book

Governing body: None — fictional sport. Laws edition the site's rules file follows: As defined in the video game Final Fantasy X (Square, 2001). 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 Motorball
- The Cartoon Book of Light Cycle Racing
- The Cartoon Book of Podracing
- The Cartoon Book of Baseketball
- The Cartoon Book of Zero-G Athletics
- The Quidditch Colouring Book
- The Motorball Colouring Book

My Notes

Blitzball

The Cartoon Book of Blitzball — 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.

