

OBJECTIVE

The goal of Gridopolis is to capture your opponents until you are the last one left or time runs out. You capture others by jumping over them.

If you have ever played checkers or chess, you get the idea.

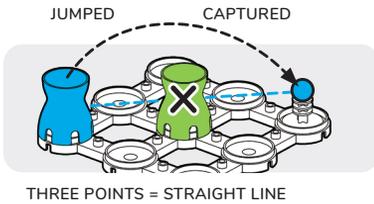
Only now, we are playing in **3D**

That means you can move and jump and play in any direction!

You can move horizontally, vertically, and diagonally – and across multiple levels. Unlike any other games, the grid-set* is dynamic and changes during play.

*The **grid-set** is your 3D playing arena.

Any marker that gets jumped is captured and comes out of the game. Use a multi-jump to capture more than one opponent on a single turn!



JUMPING in 3D

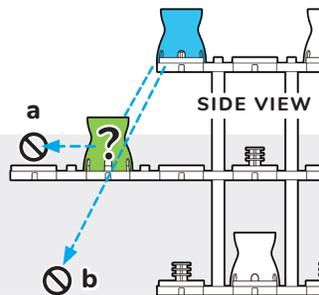
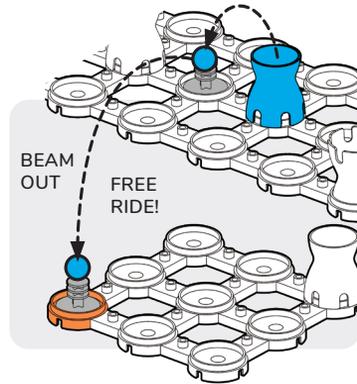
Any jump-capture move must follow the 'straight-line' rule.

Think of three points (or pads) in a row: your starting point, the opponent you are jumping over, and your landing point.

NOT ALLOWED: These two illegal jumps require (a) turning or (b) landing where there is no pad.

OTHER MOVES

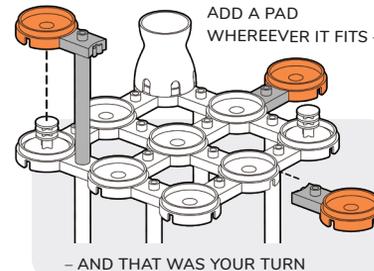
A **hyper-pad** is a special pad. Land on one and get 'teleported' to any other hyper-pad. It's still one turn.



The **kamikaze** move allows you to play **outside** the grid-set. If you have nowhere to land when jumping, you can still capture an opponent with this sacrifice move. Both markers must be on the same level and both are removed.

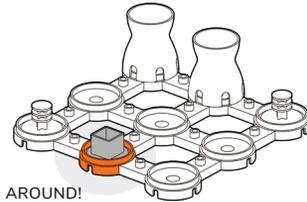
MOVE OR BUILD

At the beginning of a game, each player gets ten extra grid-set parts. These can be used to change the grid-set in the middle of a game!



Grow the grid-set with the **add-a-pad** move.

Or, shrink the grid-set with the **blocker-box** move. The pad is out of order for the rest of the game.



SO MUCH MORE!

This is just the first game in the Gridopolis Game System. You can also change the layout of the grid-set, tweak the rules, add new parts, and even create your own original game from scratch. Wow.

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