

OBJECTIVE

Start by building the 3D grid-set. You can use any of our designs or make your own.

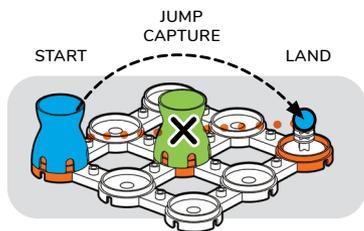
Win by capturing your opponents until you are the last player standing. Or, play a timed game and win by having the most points when times runs out.

In Gridopolis, you capture others by jumping over them in any direction – or dimension!

You can move horizontally, vertically, and diagonally – and across multiple levels. Unlike other games, the grid-set (your 3D playing arena) is dynamic and changes during play.

Any marker that gets jumped over is captured and comes out of the game.

PRO-TIP > Use a multi-jump to capture more than one opponent on a single turn!



SINGLE LEVEL > BLUE CAPTURES GREEN

JUMPING in 3D

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

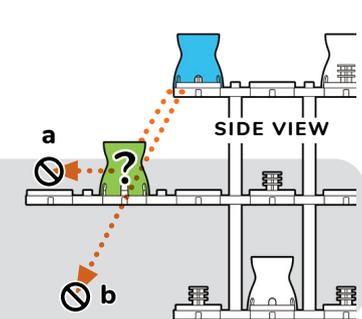
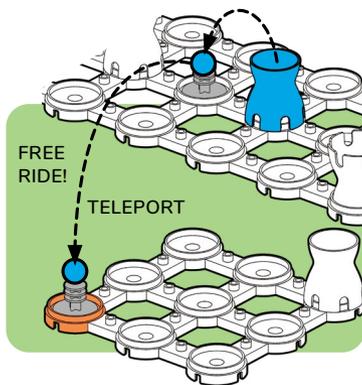
Think of three points (or pads) in a row: your starting pad, the opponent you are jumping over, and your landing pad.

ILLEGAL JUMPS:

These jumps require
(a) turning a corner or
(b) landing where there is no pad

OTHER MOVES

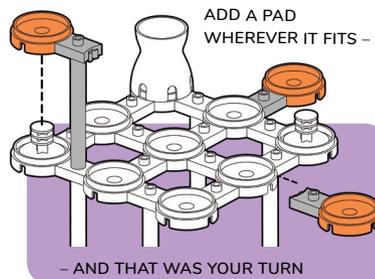
A **teleporter** is a special pad. Land on one and get 'teleported' to any other open teleporter. It's still one turn.



The **kamikaze** is the **only** move that allows you to play **outside** the grid-set. To use this move, your marker must be on the same level as your opponent. Capture them by jumping off the grid-set, sacrificing both markers.

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.

You can also shrink the grid-set by placing a **blocker-box** on any empty pad. The pad is out of order for the rest of the game.



SO MUCH MORE!

Gridopolis is not just a game. It's a system! That means you can use the same basic parts to build any grid-set. Tweak the rules, add new parts, and even create your own original game from scratch.

LIKE VIDEOS?

Check out our YouTube channel for video instructions.

