The four-player Matrix game in progress

# GRIDOPOLIS®

## A 3D Tabletop Game & System

SEVEN BASIC PARTS. UNLIMITED CREATIVE PLAY!

Many more game designs are available for free at **gridopolis.info**.

# GAMEPLAY INSTRUCTIONS

SEE BACK COVER for QUICK START GUIDE

# GAME PARTS + DEFINITIONS



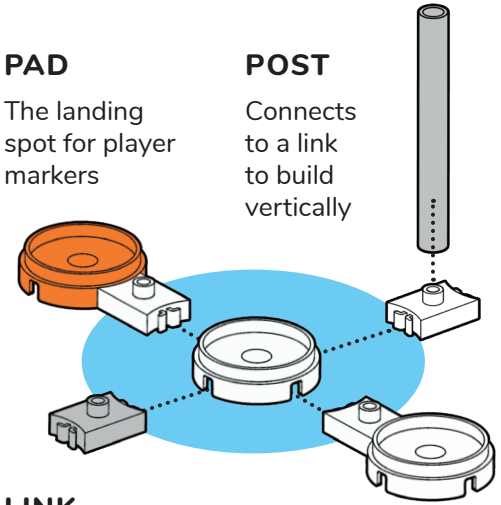
## BUILDING PARTS

**PAD**

The landing spot for player markers

**POST**

Connects to a link to build vertically



**LINK**

Connects to any pad or post

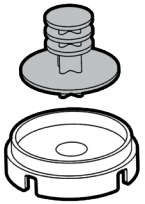
Gridopolis is built with three basic parts that connect together. The pad and link connect horizontally, and the post connects vertically.

## NODE PARTS

All nodes go on the pads and modify how the pads work.

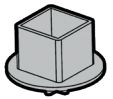
**KINGERIZER**

Marks your starting ‘home-row.’ Opponents land here to get ‘kinged.’



**TELEPORTER**

Turns the pad into a ‘wormhole’ – and ***teleports*** (T) your marker to any other unoccupied teleporter.



**BLOCKER-BOX**

Play defense! Take a pad out of action for the rest of the game. Everyone must go around.

## GRID-SET

The three-dimensional playing arena where all of the gameplay happens is called the ‘grid-set.' It’s defined at the start of a game – but changes during play!

## MARKERS

Each player begins with a set number of markers to move and jump. See details on pages 4 and 5.

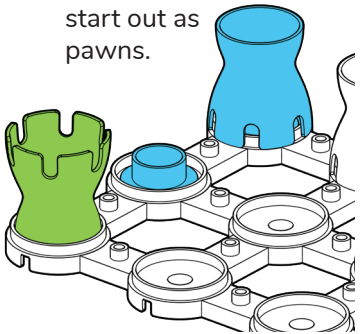
**PAWN**

All markers start out as pawns.

**KING**

Markers turn into kings when they reach an opponent’s home-row.

Flip it over and you’re a king!



# GAME SET-UP

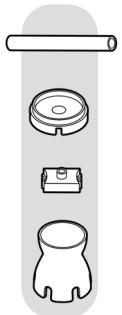
## THIS IS A GAME SYSTEM

To help you get started, we have included the classic Matrix game design. Once you get comfortable with the system and rules, there are ***many other game designs*** available.

Different designs are called blueprints and are free to download at www.gridopolis.info.

You can also design your own game from scratch! Use our **Game Design Guide at** www.gridopolis.info.

### IN THE BOX there are 217 PARTS



16 Posts

63 Pads

88 Links

24 Markers

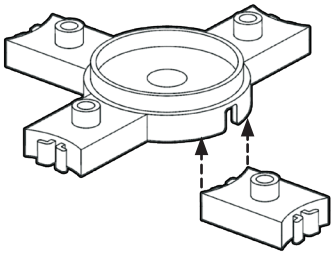
12 Kingerizers

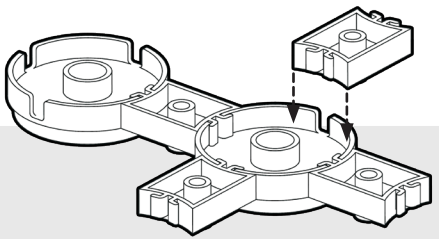
6 Teleporters

8 Blocker-Boxes

## ASSEMBLY TIPS

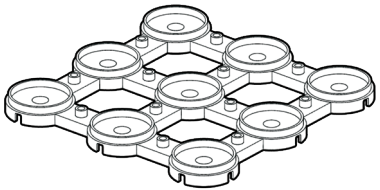
Start by connecting the links to the pads. They're easier to connect if you attach them from the underside.



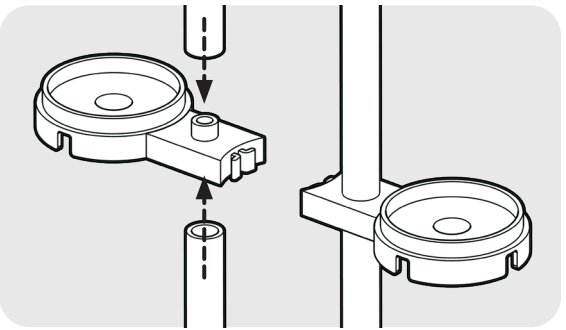


If it's easier, try turning the parts upside down!

When building a grid-set, it's easier to build a full horizontal 'floor' first.



When using a post, it always connects to a link, either at the top or bottom as shown.

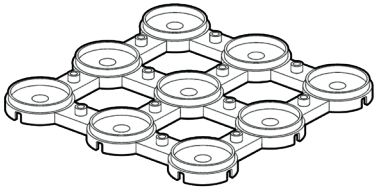


Posts never connect directly to pads.

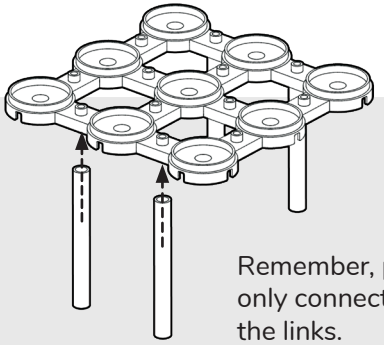
# BUILDING the MATRIX GRID-SET



## BUILD YOUR GRID-SET

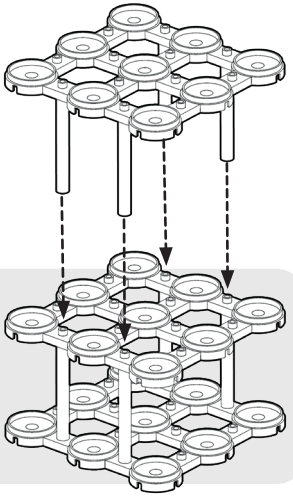


Next, connect the posts to the underside of the links.



Remember, posts only connect to the links.

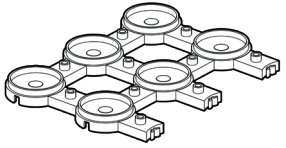
To make your grid-set three-dimensional, lower each floor and post assembly on to the floor level below.



Each post fits on a link below.

If you are playing with two players, build these two sections. If you are playing with four players, build four of these sections.

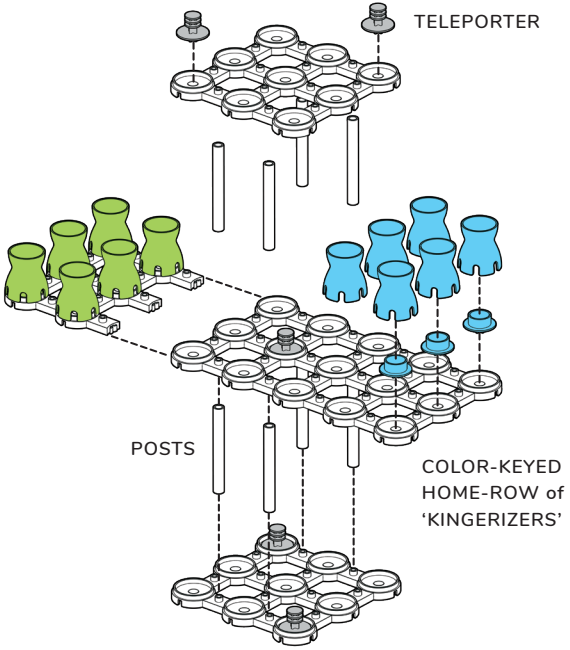
Connect these sections to the second (middle) level.



## 2-PLAYER SET-UP

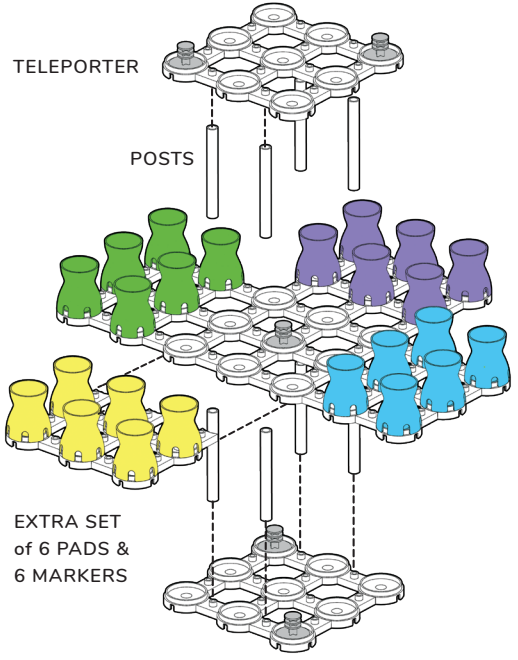
Place **teleporters** as shown, five total.

Place three **kingerizers** in a ***single*** back ‘home-row’ for each player and match colors.



# WAYS TO PLAY

## 3 or 4-PLAYER SET-UP

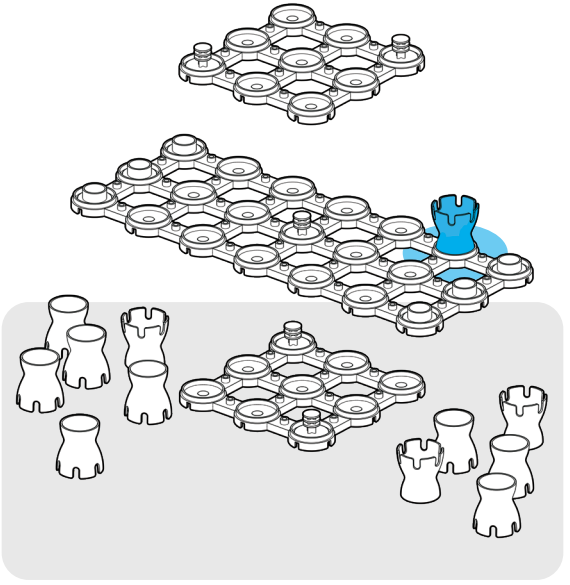



For the 3- or 4-player option, add an extra set of six pads and markers for each player.

## GAMEPLAY: OPTION 1

Win by being the last player standing!

No time limit.



## GAMEPLAY: OPTION 2

Play to any time limit you choose. Win by having the most points.

Make sure that each person has the same number of turns. When time runs out, continue until right **before** the person who started. So, everyone gets the same number of turns.

Then count up all the markers you have left and the ones you have captured.

**POINT SYSTEM**

| | |
|---|---|
| Kings you captured | 4 points |
| Pawns you captured | 3 points |
| Kings you have left | 2 points |
| Pawns you have left | 1 point |

For the kamikaze move (explained later) give your sacrificed marker, including points, to the opponent you captured. Keep their marker and points.

# MOVING BASICS



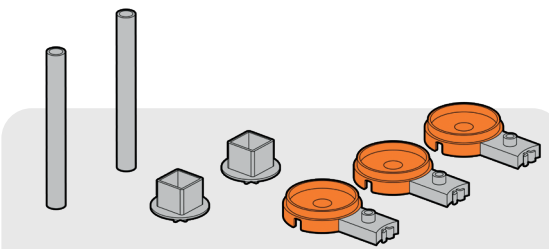
## THE GOAL

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. 'How to capture' starts on page 8.

When it's your turn, either move or jump ***or build.*** Build with the parts listed below.

## PASS OUT PARTS

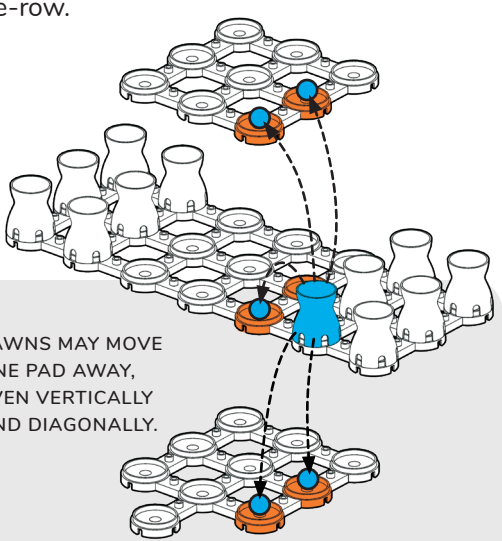
Each player gets the following **ten parts** before the game starts. Set them aside for later use.



2 POSTS
2 BLOCKER-BOXES
3 PADS and LINKS

## STARTING

Pawns can move one pad at a time in any direction. This includes diagonally, sideways, ***and*** from one level to another. But, they can never go backwards – which is towards their home-row.

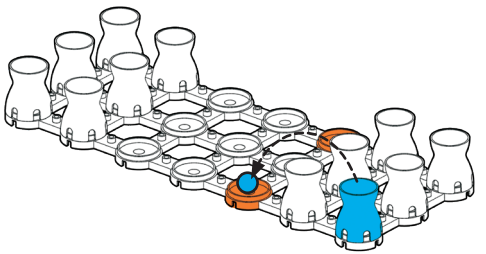


PAWNS MAY MOVE ONE PAD AWAY, EVEN VERTICALLY AND DIAGONALLY.

ALL 6 MOVES SHOWN IN ORANGE ARE LEGAL.

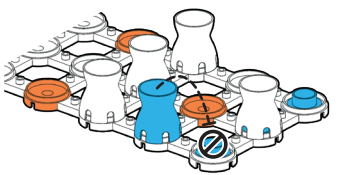
## ...LATER

Pawns can also jump their own team to speed things up! All jumps must be in a straight line – so no turning corners. You may even jump multiple markers on the same move. Orange pads highlight legal moves.



Pawns ***can never go backwards***, which is towards their starting home-row.

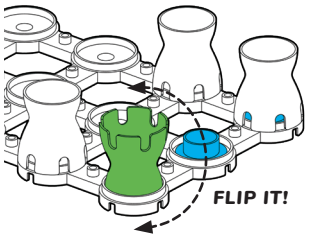
Sideways moving is OK, **except** on the home-row. Markers must move forward for their first move.



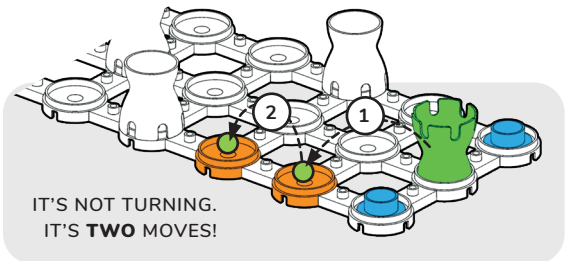
# MOVING ... or BUILDING

## ... and AS A KING

Land on **any** opponent's home-row (the color-keyed **kingerizer**) to get kinged! Flip over your pawn – and it's now a king. This is a major advantage.

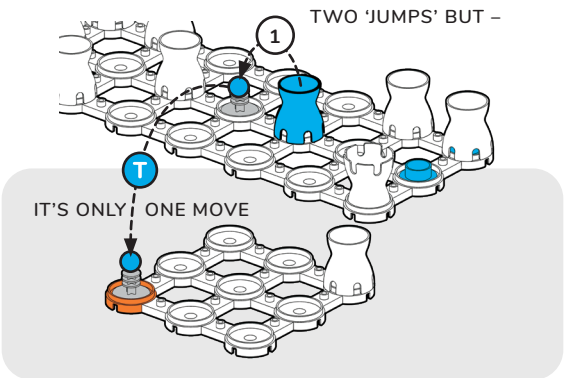



Why? Kings can now move in **any** direction. They also get ***two separate moves*** on the same turn. The second move is always optional.




## TELEPORTER

Placed on the grid-set before play, a teleporter is a special 'node.' Any marker landing on it will ***teleport*** to ***any other open*** teleporter of your choosing. This does not count as an extra move.



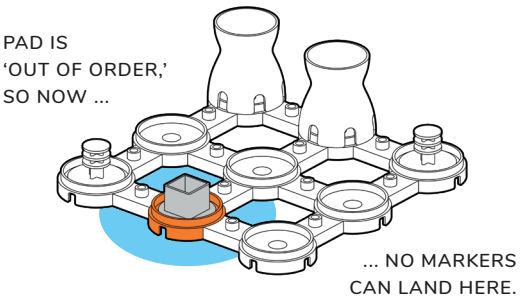

When landing on a teleporter, you ***must*** teleport out, unless all other teleporters are occupied. In that case, stay put!

Pawns can teleport to any open teleporter, whether forward or backward. Teleporters are the exception to the movement rule for pawns.

## BLOCKER-BOX

A blocker-box will make a pad ***'inactive.'*** Once placed, no one can land here, it cannot be moved, and ***all players*** must go around for the remainder of the game.

***Placing it counts as your turn.***




Each player gets two blocker-boxes at the beginning of the game and can use them at any time. They can be placed on any ***open pad*** – which is ***not*** occupied by a kingerizer, teleporter, or player marker.

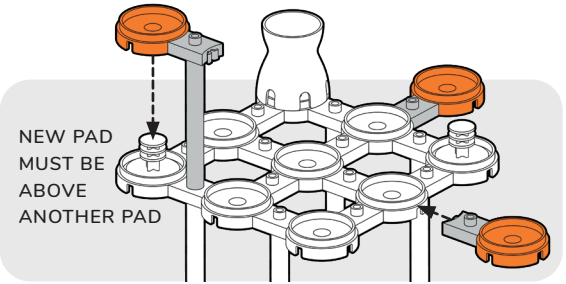
# BUILDING ... and CAPTURING



## ADD-A-PAD

The grid-set you start with is **not** the one you end with! A new pad can be connected anywhere it fits, either horizontally or vertically.

***Building it counts as your turn.***



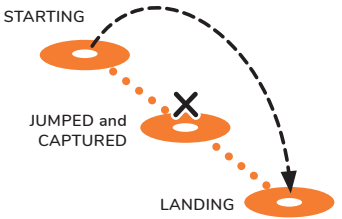

Each player gets three pads + two posts at the beginning of the game and can use them at any time. When using a post, the new pad must be ***directly above*** another pad.

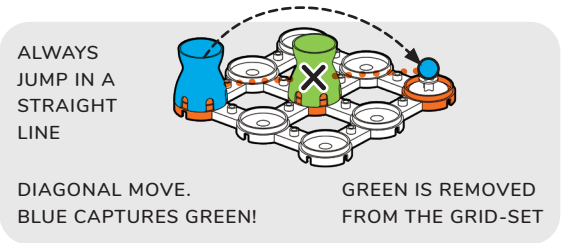
When adding the pad horizontally, you can use a link. When adding the pad vertically, you can use both a link and a post.

## JUMPING BASICS

To capture a marker, you jump over them – ***in a straight line*** – into an empty pad. Both pawns and kings can capture each other, but pawns cannot go backwards at any time.

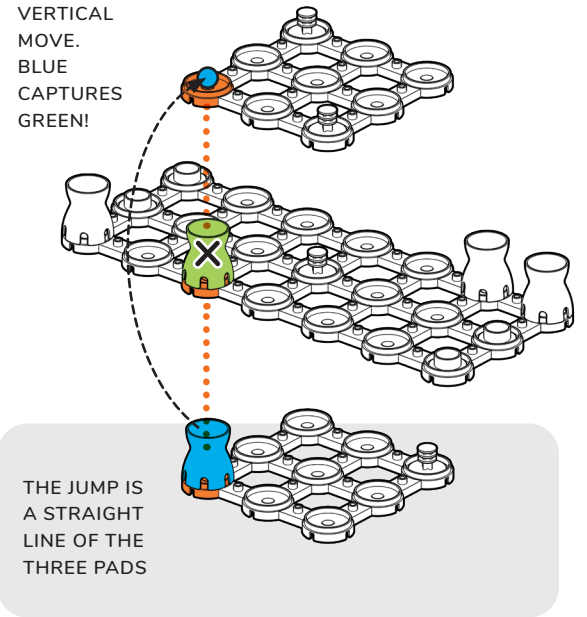
This straight line rule is always the same, no matter which direction, angle, or levels.



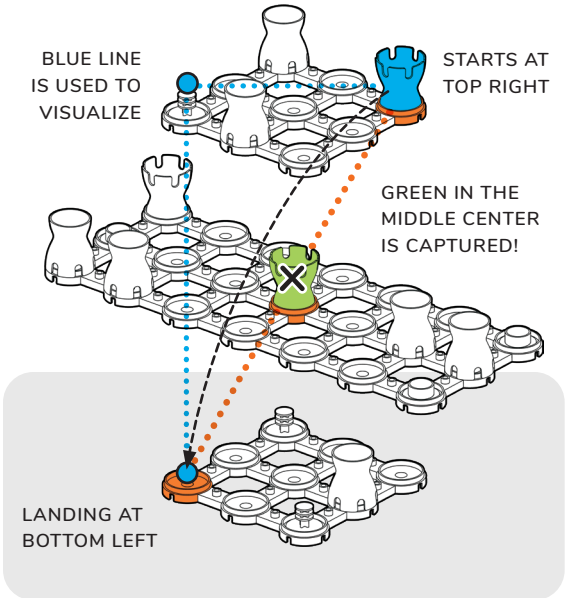

***Always remove*** captured markers from the grid-set. Set them aside if you are playing a timed game using points so you count them.

The straight line can be at any angle or across mutliple levels. This is an example of a jump-capture going straight up vertically.

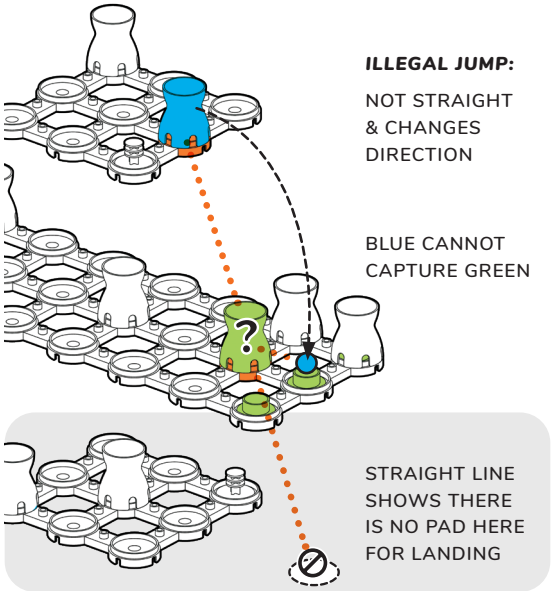


## JUMPING ADVANCED

A diagonal multi-level jump is challenging to visualize. It can help to first imagine the move on a single level.

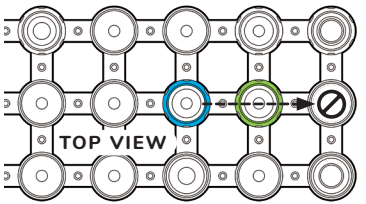



Any jump-capture must **always** be made in **a *straight line*,** with no turns or changes in direction. This is tricky with different levels and diagonal angles.



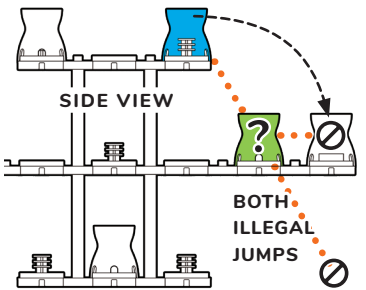

The straight-line capturing rule can be confusing for beginners.

Here is the same illegal jump from two views to illustrate that green cannot be jumped.




Looks OK from this angle –

But it's not.




The planned jump-capture requires a turn –

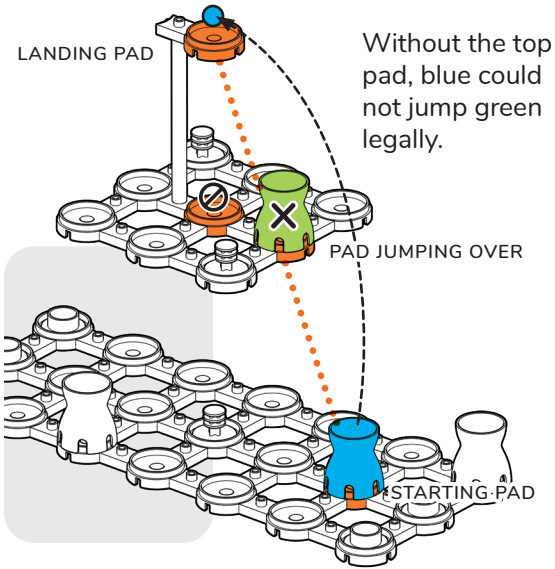
or landing where there is no pad.

# MOVING & JUMPING



Another common mistake is jumping, but forgetting about the straight line rule.

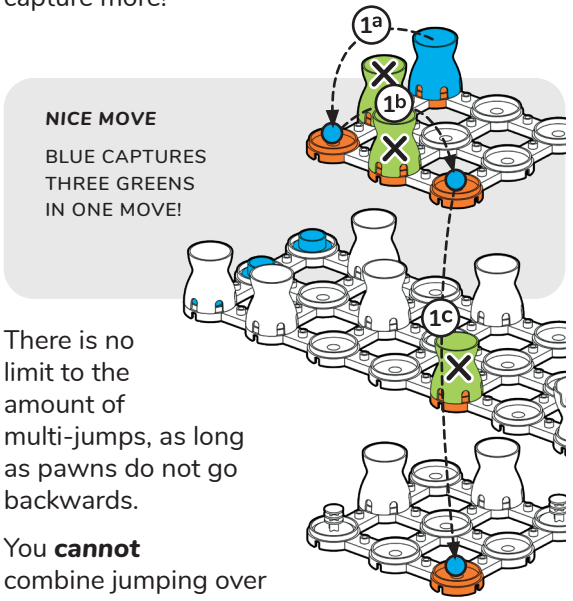
Remember, the straight line is created by three pads: the starting pad, the marker & pad you're jumping over, and the pad you are landing on.




Without the top pad, blue could not jump green legally.

## MULTI-JUMP

Jumping is not limited to capturing one marker. A ***multi-jump*** allows you to ***keep jumping*** and capture more!

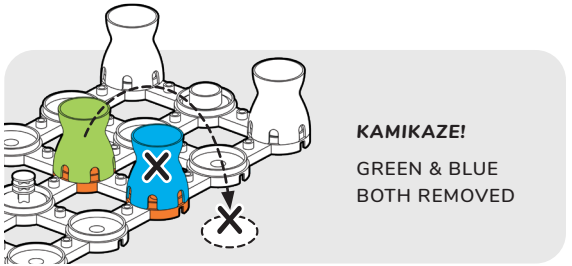



There is no limit to the amount of multi-jumps, as long as pawns do not go backwards.

You **cannot** combine jumping over your own markers **and** capturing an opponent.

## KAMIKAZE!

This 'sacrifice' move occurs when a player captures an opponent's marker, but lands ***off*** the grid-set! Both markers are eliminated from play.




The kamikaze can only be used to jump an opponent on the ***same level***. There is no limit to when, or how often, this move can be used.

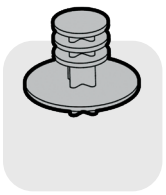
If playing a timed game, the markers and points are divided:

- Green captures – and keeps – blue.
- Green is given to blue opponent.

**WOW!** A ***last*** marker can jump another ***last*** marker – and the one jumping wins the game.

# MORE ON MOVING & JUMPING

## TELEPORTERS



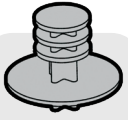
Teleporters do not count as part of your 'move.' If you land on one, the next jump is free!

When you land on a teleporter, you ***must*** 'teleport' to any other unoccupied teleporter. Pawns are ***not*** restricted by direction.

If you land on a teleporter when all other teleporters are blocked with markers, then you stay on that teleporter.

After you arrive at your destination teleporter, you will need to leave that teleporter and re-enter (or land on another teleporter) to 'teleport' again.

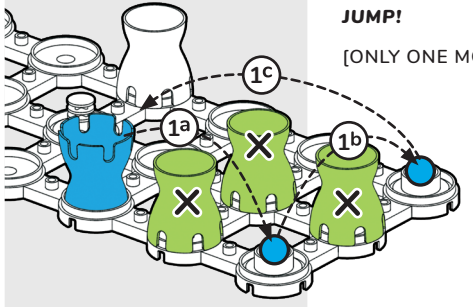
Since kings have two moves, they ***can*** use move #1 to exit and then move #2 to re-enter and 'teleport' out.



## KING JUMPING

With a king's ability to move in ***any direction***, you may have more jumps than you think.

Although rare, a king may be able to capture three – or even four – opponents in at single move. Impressive!



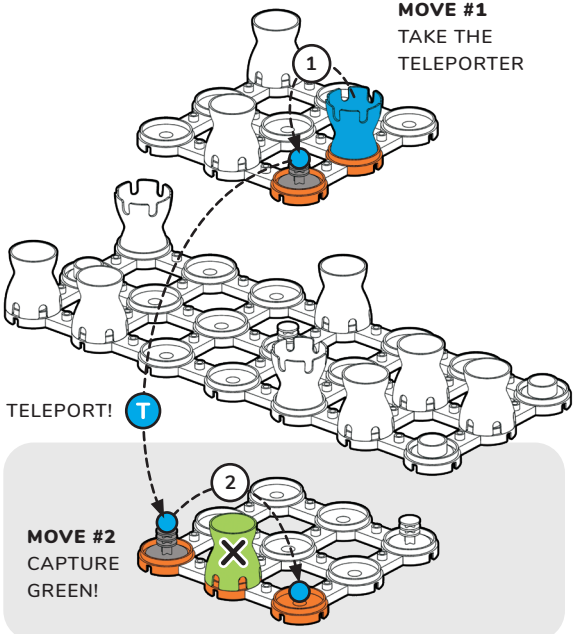

***TRIPLE CAPTURE JUMP!***

[ONLY ONE MOVE]

BLUE **MOVE #1** [a,b,c]
CAPTURES 3 GREENS
ALL ARE REMOVED

[OPTIONAL **MOVE #2**
REMAINING]

By using a teleporter on the ***first move***, a king can still take a second move ***after arriving*** at the destination teleporter.




**MOVE #1**
TAKE THE
TELEPORTER

**MOVE #2**
CAPTURE
GREEN!

GRIDOPOLIS

A TABLETOP
3D STRATEGY GAME

# QUICK START GUIDE

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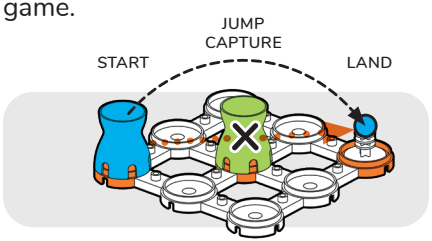
## OBJECTIVE

Start by building the 3D grid-set. 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. 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.

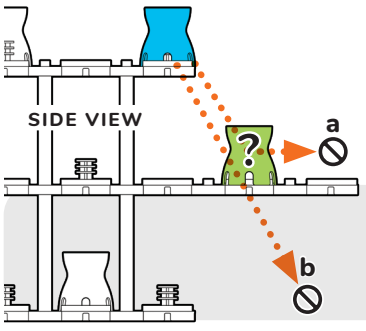



**PRO-TIP** > Use a multi-jump to capture more than one opponent on a single turn!

## JUMPING in 3D

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

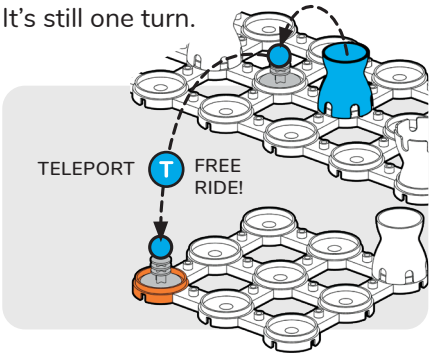
Think of three points (or pads) in a row: your starting pad, the opponent you are jumping over, and your landing pad.




**TWO ILLEGAL JUMPS:** Both jumps require
(**a**) turning a corner or
(**b**) landing where there is no pad

## OTHER MOVES

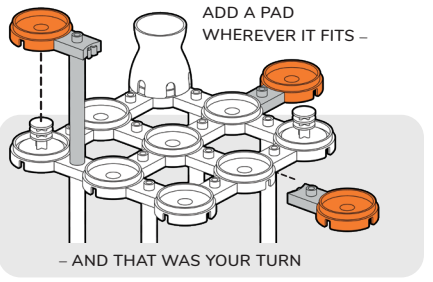
A ***teleporter*** is a special pad. Land on one and get 'teleported' to any other open teleporter.
It's still one turn.




The ***kamikaze*** is the ***only*** move that allows you to play ***outside*** the grid-set. If your marker is 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.