

GRIDSET BLUEPRINT 01

PLAY TIME **10-20**
MINUTES

AGES **6+**

PLAYERS **2**

GRIDOPOLIS IS BOTH A GAME
AND AN EXPANDABLE SYSTEM.

Using the same rules you
already know, this Grid-Set
Blueprint allows you play a
whole new configuration.

VERSION 011
ISSUED March 04 2019
DESIGN D. Schultze

Twisted Tower

Fast-paced, two-player action with vertical gameplay!

A PART OF THE

GRIDOPOLIS[™]

MODULAR AND EXPANDABLE GAMING SYSTEM



**STEM
without
SCREENS**

You're covered!

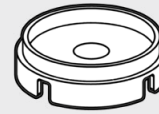
The Twisted Tower is built entirely with parts included in the Gridopolis starter set. No extra parts are required!

Using these parts, build the Grid-Set, starting with **STEP 1** on PAGE 3.

102 PARTS

PARTS REQUIRED

Grid-Set Parts



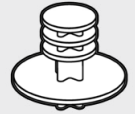
36 Pads



12 Posts



36 Links

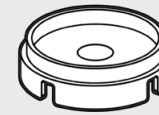


4 Hyper-pads

Each player gets these ten parts, but they are kept separate from the grid-set until used.

10 EACH

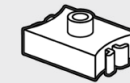
Player Parts



3 Pads



2 Posts



3 Links



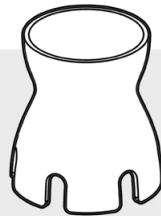
2 Blocker-Boxes

These seven parts are placed on the grid-set.

7 EACH



3 Kingerizers



4 Markers

RULE REMINDERS

These reminders are greatly abbreviated.

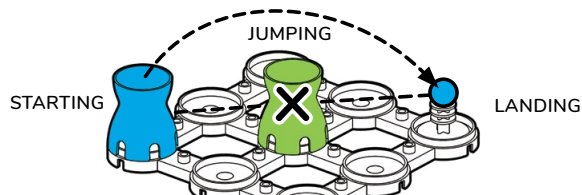
If you would like more information, refer to the [Instructions](#) or [Quick Start](#) available online or in your original box.

GAME 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.

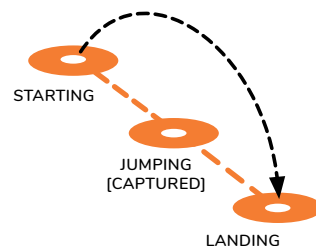
JUMPING in 2D

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** pad.



Check out this simplified jump-capture diagram.

It works the same in any direction or angle, even when crossing multiple levels.



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

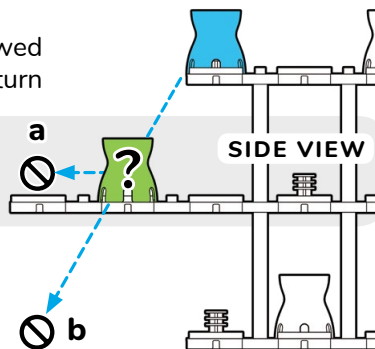
JUMPING in 3D

Jumping in 3D is trickier, but it **always** uses the exact same '**straight-line rule.**'

Jump **a** is not allowed as it requires a turn

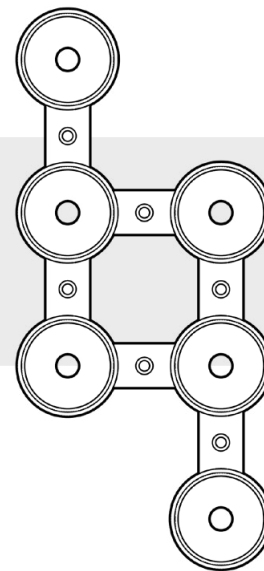
Blue cannot capture green

Jump **b** is not allowed as there is nowhere to land



GETTING STARTED

BEGIN BUILDING!



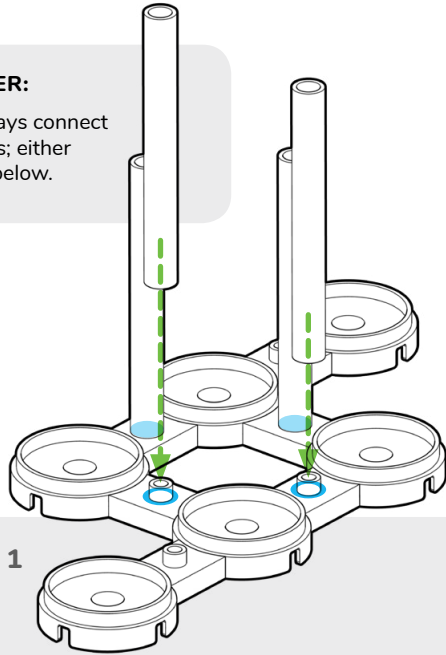
Each floor has
6 pads + 6 links

STEP 1

Build six identical floors.
Keep them separate until STEP 3.

REMINDER:

Posts always connect to the links; either above or below.

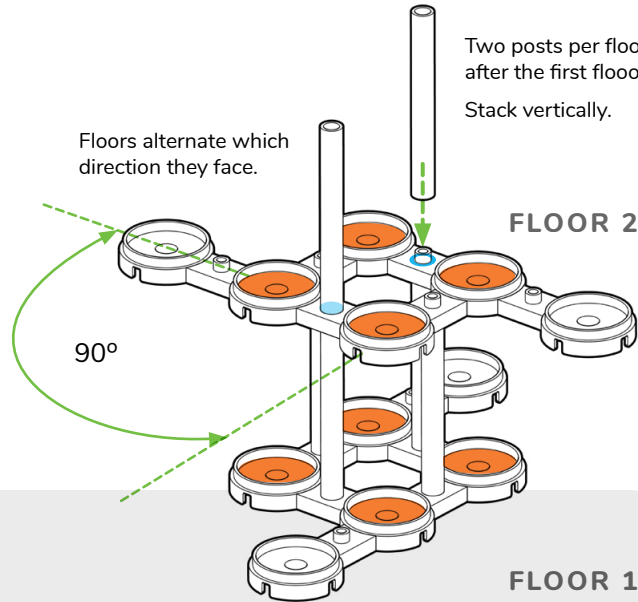


FLOOR 1

STEP 2

Connect four posts to the center four links. Only the first floor has four posts; all other floors have two.

Floors alternate which direction they face.



FLOOR 2

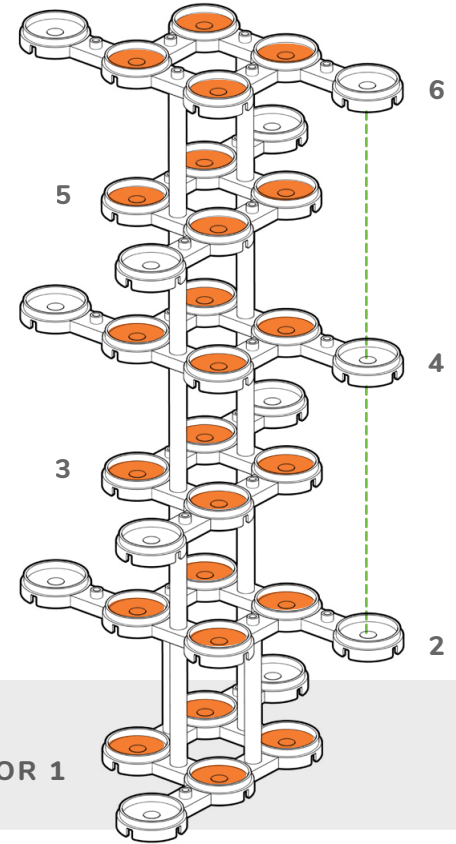
FLOOR 1

STEP 3

Turn floor 2 by 90° (either way) and connect to floor 1. Stack up the four center pads. Add two posts above.

Two posts per floor, after the first floor.
Stack vertically.

CONSTRUCTION



FLOOR 1

STEP 4

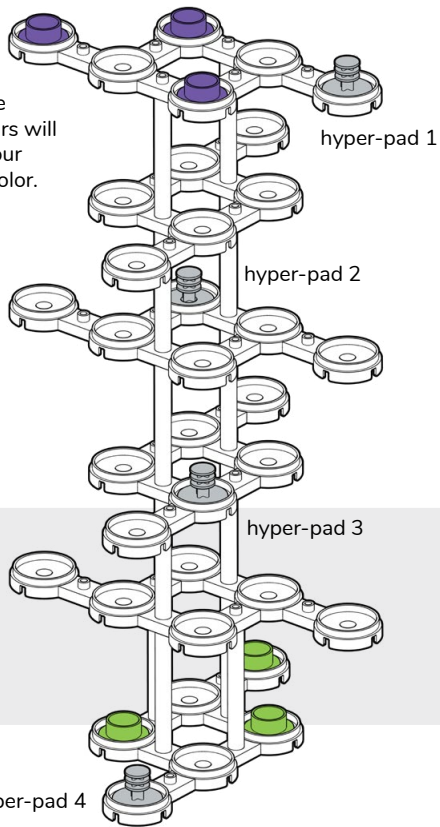
Connect floors 3 through 6 with alternating rotation as shown. Use two posts each time and stack up.

5

GRIDOPOLIS

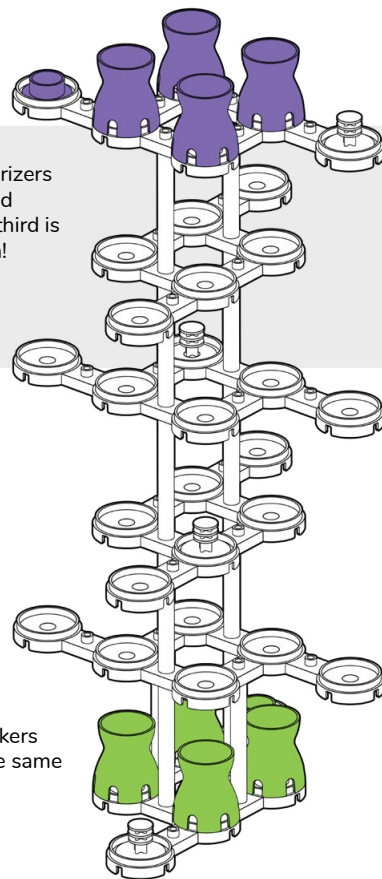
GRIDSET BLUEPRINT 01: Twisted Tower

The three kingerizers will match your marker color.



STEP 5 Place the three kingerizers at the top and bottom as shown. Place four hyper-pads as shown.

Two kingerizers are covered while the third is wide open!

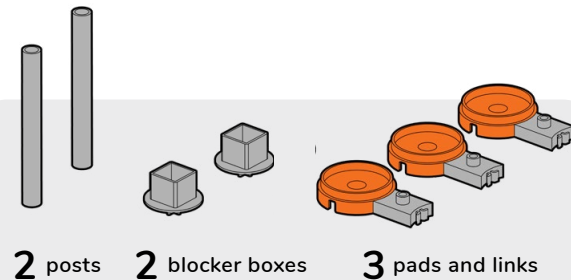


STEP 6 Place four markers on the top and bottom floors. Match the kingerizer colors already there.

GAME SET-UP



START PLAYING!



2 posts

2 blocker boxes

3 pads and links

STEP 7 Pass out these ten extra parts for each player and start the game! All rules are the same.