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# GRIDOPOLIS®

## A 3D Tabletop Game & System

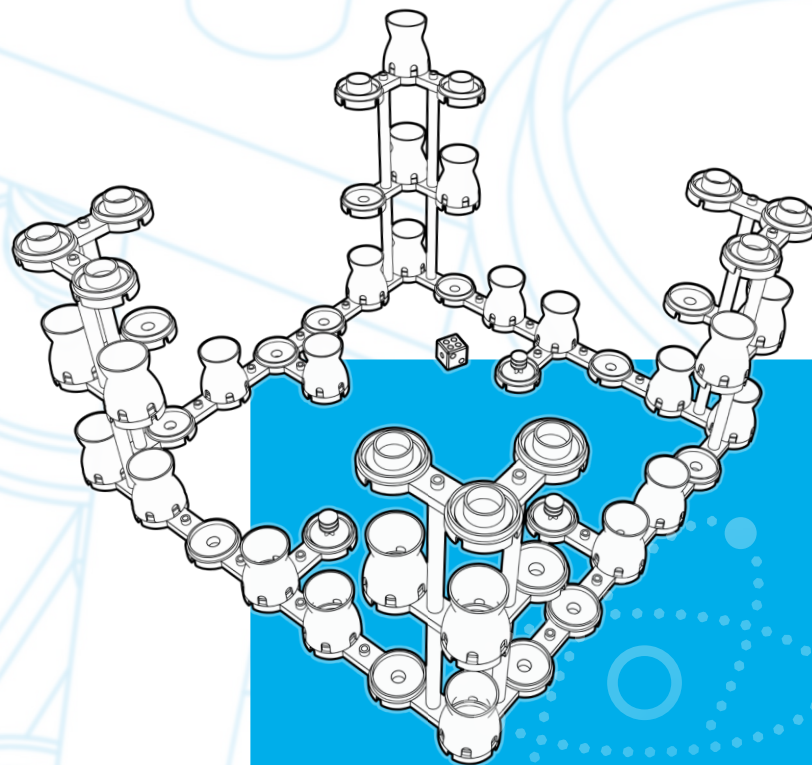


SEVEN BASIC PARTS. UNLIMITED CREATIVE PLAY!

A GRIDOPOLIS ORIGINAL GAME BLUEPRINT

# ORBITAL

A 2- to 4-player race game using a die



PLAY TIME

**15-30**

AGES

**6+**

PLAYERS

**2-4**

# PART COUNTS

Orbital is built with parts already included in the Gridopolis Game box. Nothing extra is required!

2



## PARTS NEEDED



## BUILDING TIPS

GRIDSET



8 Posts



52 Pads

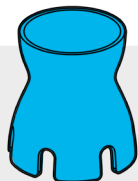


54 Links



4 Teleporters

EACH PLAYER



6 Markers per player.

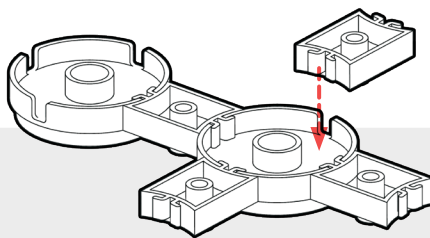
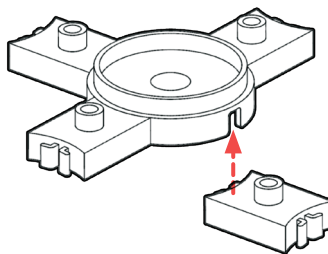
Use three or four markers per player for shorter games.



3 Kingrizers

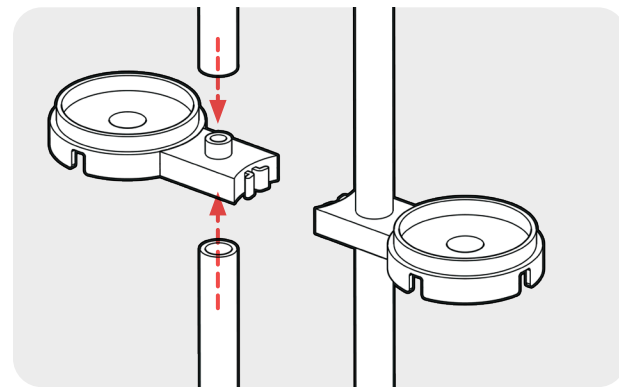
Start by connecting the links to the pads.

They're easiest to connect if you attach them from the underside.



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

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



### REMINDER:

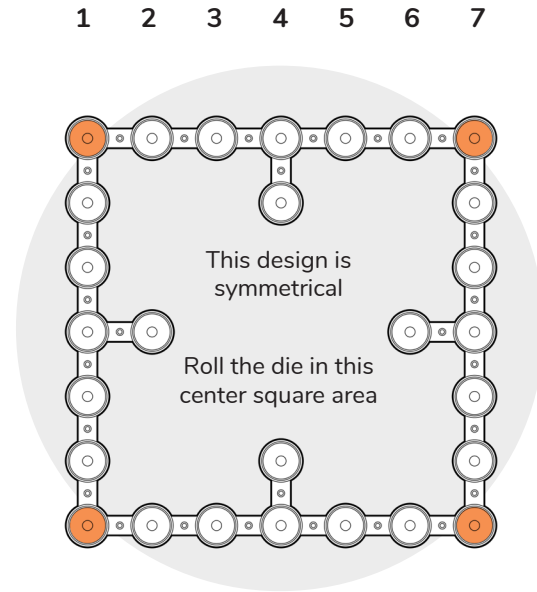
Posts always connect to the links; from above or below.

# BUILD the GRIDSET



3

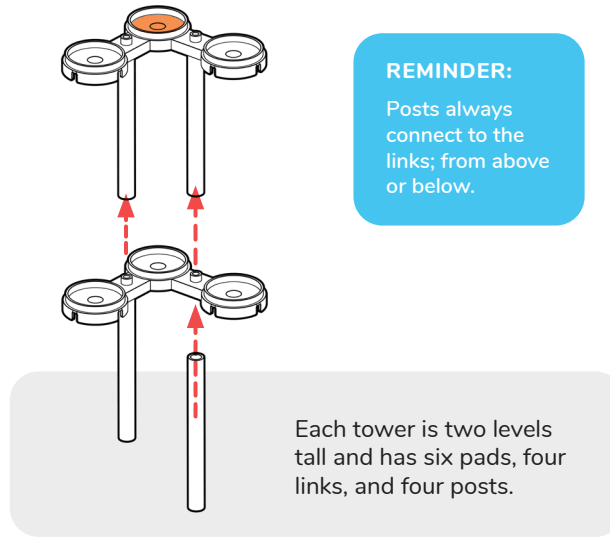
## BASE FLOOR



### STEP 1

Build the base floor as shown. The square is **7x7 pads** on all sides.

## CORNER TOWERS

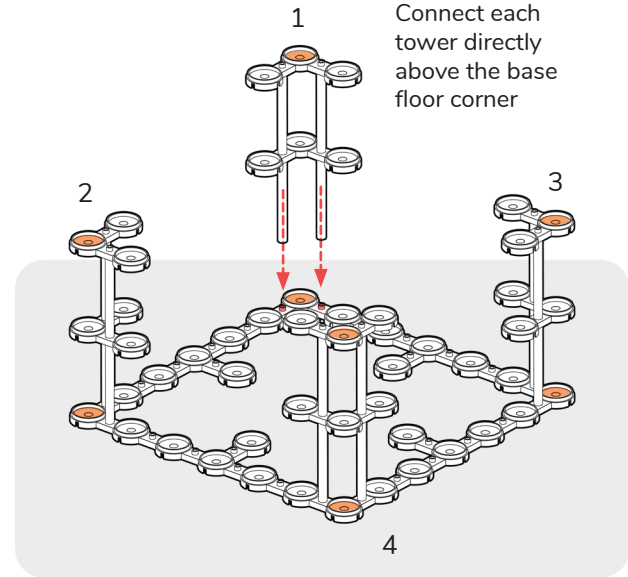


### STEP 2

Build **four** of these towers.



## ASSEMBLE GRID-SET



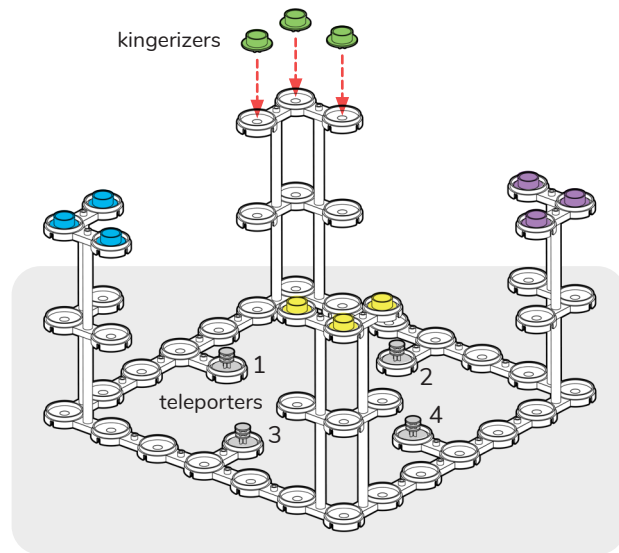
### STEP 3

Connect each of the four towers to the base floor at the corners.

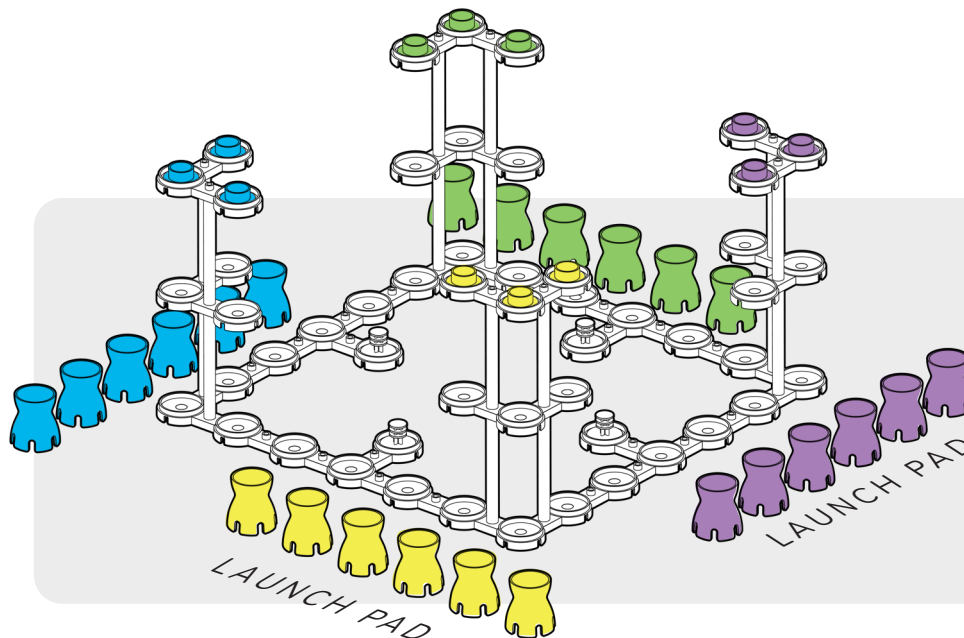
# BUILD the GRIDSET

4

## PLACE THE NODES



## PLACE THE MARKERS



## HOW MANY PLAYING?

The grid-set is built the same, whether there are two, three or four players.

For shorter games, use three or four markers for each player.

### STEP 4

Place four teleporters as shown. Place three matching kingerizers in each of the top four corners.

### STEP 5

Place the six markers on the table, anywhere close to the corner tower with the same color. This is your 'launch pad!'

# THE RULES of ORBITAL

5



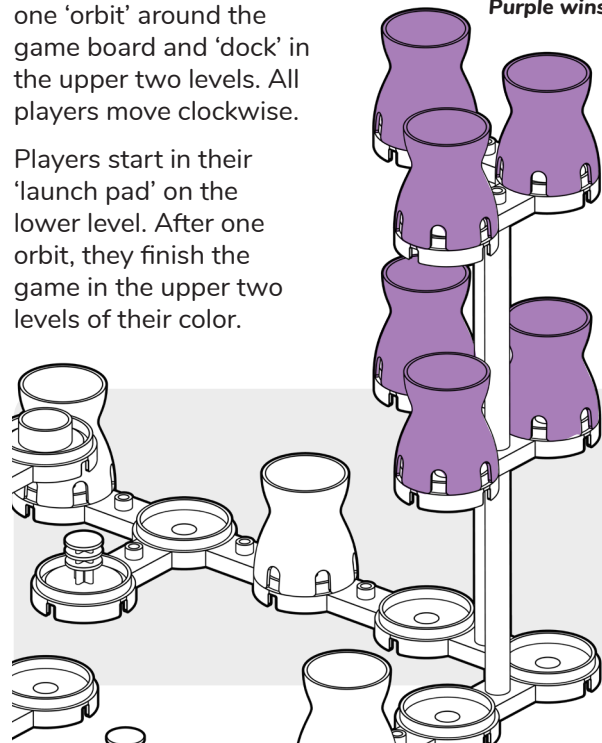
## THE GOAL

The goal of Orbital is to be the first player to make one 'orbit' around the game board and 'dock' in the upper two levels. All players move clockwise.

Players start in their 'launch pad' on the lower level. After one orbit, they finish the game in the upper two levels of their color.

Purple has finished one orbit and is fully docked.

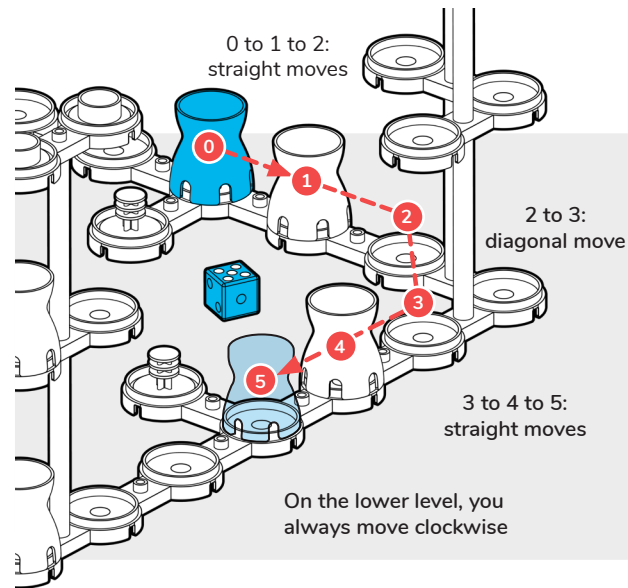
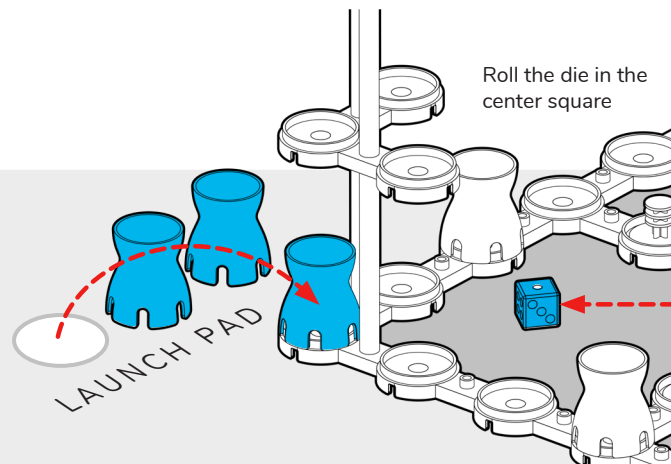
**Purple wins!**



## MOVING

Roll the die to move, keeping it inside of the center square area. The number you roll is the number of pads you move on the grid-set.

To start the game, you can only leave your launch pad if you **roll a one**. You then enter the Orbital grid-set on the corner pad. Any time you **roll a six**, you get another roll right away (on the same turn.)



Moving is flexible. As long as you move clockwise, moving is allowed from pad-to-pad in either a straight line or diagonally.

Only one of your markers may move on each roll. You cannot split a move between different markers.

# THE RULES of ORBITAL

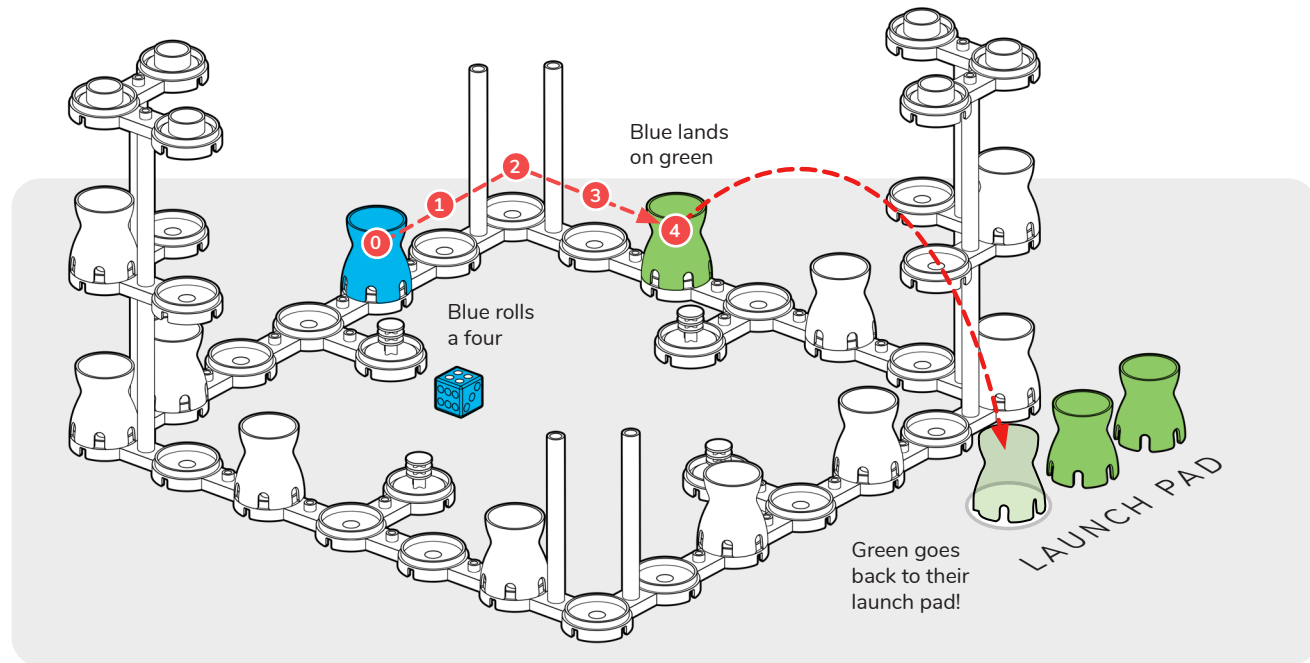
6



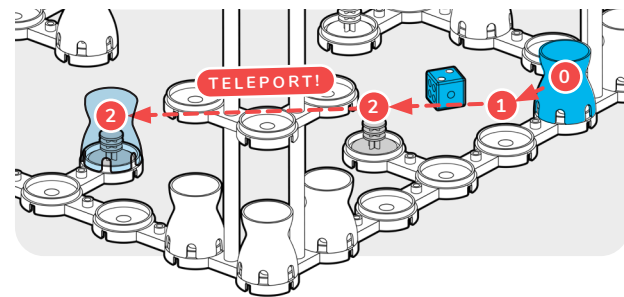
## SPACE COLLISIONS!

When moving, you may **pass** an opponent's marker and keep going. If you **land on** an opponent's

marker, then you take their spot and send them back to their launch pad. They need to start all over!



## TELEPORTERS



To use a teleporter, you must roll an exact number when you **land** on it. You may teleport to the next teleporter immediately, going clockwise.

If the next teleporter is occupied, then you have two options:

- You can land on your opponent and send them back to their launch pad, or
- You can proceed to the next teleporter for a longer jump.

Be sure not to pass your tower, or you will have to make another full orbit around the board!



# THE RULES of ORBITAL

7

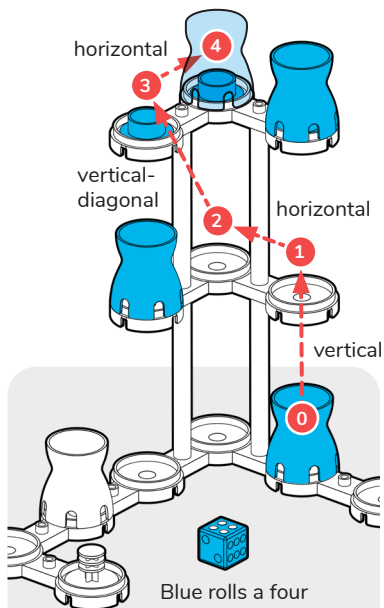


## WINNING

You have won the game when all of your markers have completed one orbit AND are docked in the upper two levels.

When moving on these upper levels, you cannot pass or land on any other markers; you can only move around in the empty pads.

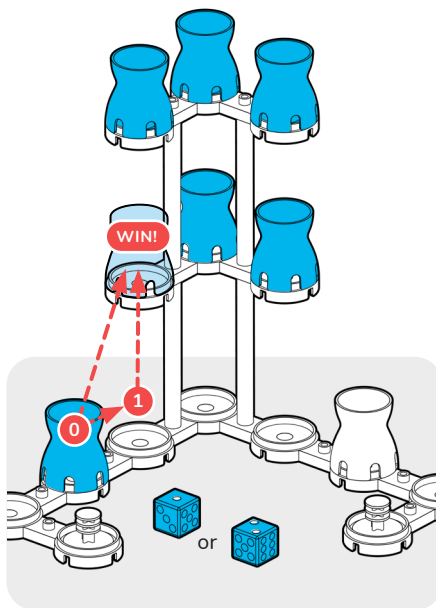
However, thanks to the low gravity on these two upper levels, you **can travel** in any direction!



When you are down to your last marker, you **usually** have to roll exact numbers. If you cannot move anywhere, then try again on your next turn.

Don't forget! If you roll a six, you get to roll again.

In this example, blue can win the game with either a 1 or a 2!



## WHAT NEXT?

After you finish Orbital, check out other games you can play with the amazing and expandable Gridopolis Game System.

All other games are free AND use the same parts and rules you already know. Cool, huh?



The grid-set designs are called blueprints. Download them at [www.gridopolis.info](http://www.gridopolis.info).

You can also design your own original game! Download the free **Game Design Guide PDF** at [www.gridopolis.info](http://www.gridopolis.info).

