

## GRID-SET

122 PARTS

## 54 Pads <br> 54 Links <br> 6 Teleporters



Build a grid-set using the plans starting on page 3.

## EACH PLAYER

14 PARTS (4-PLAYER)

To be placed on the grid-set after it's built.


Keep separate and use at any time during play.

## Build the floors

The highlighted pads are shown in step 3


Get vertical!


## Stack the floors

Alternate the highlighted pads so that the two on floor 3 are directly over the two on floor 1 .


STEP 1
Build three identical floors. Keep them separate until STEP 3.

STEP 2

Connect four posts to the four link locations shown.

Turn each floor by $90^{\circ}$ (either way) and build three floors. The upper posts stack over the lower posts

## Place the nodes



STEP 4

Place six teleporters as shown.
Place three matching kingerizers in each of the vertical corners.

Place the markers


STEP 5

Place three matching markers on all corners. Match the kingerizer colors already there.

## Options for two-players:

Place three markers (as shown) or all six of your same-color markers on the grid-set. If you play with six, stack them vertically in another corner. No more kingerizers are needed.


STEP 6

Place three matching markers on
two opposite corners. Match the kingerizer colors already there.

## Player parts for building



Pass out these ten extra parts for each player and start the game!

## What are the rules?



Super Cube uses the exact
same rules as all of the
classic Gridopolis games.

## START PLAYING!

Once you're mastered the Gridopolis games system, you can modify the grid-set - and rules - to design your very own original game.

NOW AVAILABLE > Check out our Game Design Guide located at www.gridopolis.info

