A GRIDOPOLIS ORIGINAL GAME BLUEPRINT:

3D SOLITAIRE

A one-person strategy puzzle and game

GRIDOPOLIS®
A 3D Tabletop Game & System

SEVEN BASIC PARTS. UNLIMITED CREATIVE PLAY!
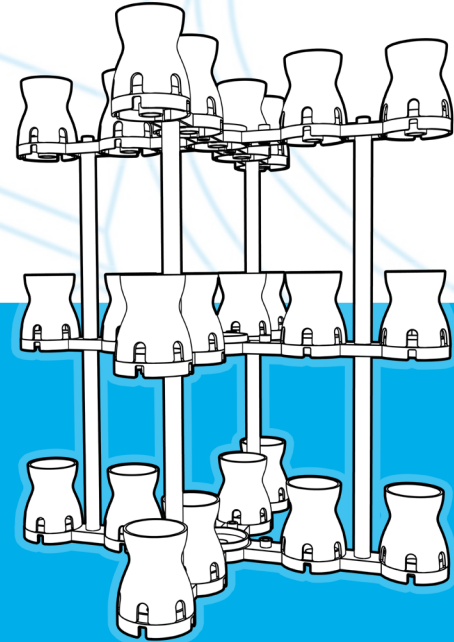
PLAY TIME
5-15

AGES
6+

PLAYER
1

PART COUNTS

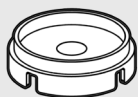3D Solitaire is built with parts included in the Gridopolis starter set. No extra parts are required!

START BUILDING

BUILD THE FLOORS

Each floor is a 5 x 5 cross shape

59 STRUCTURAL PARTS

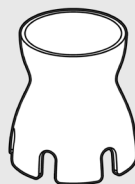| + 24 PLAYER PARTS |
| --- |

27 Pads

24 Links
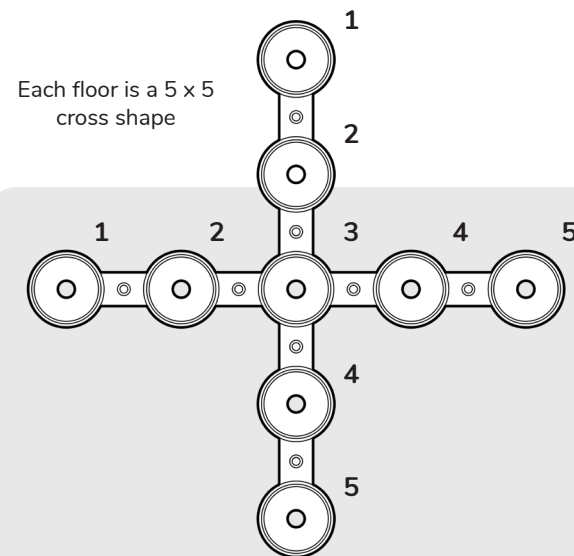
8 Posts

Build a grid-set, starting with **STEP 1.**

24 Markers

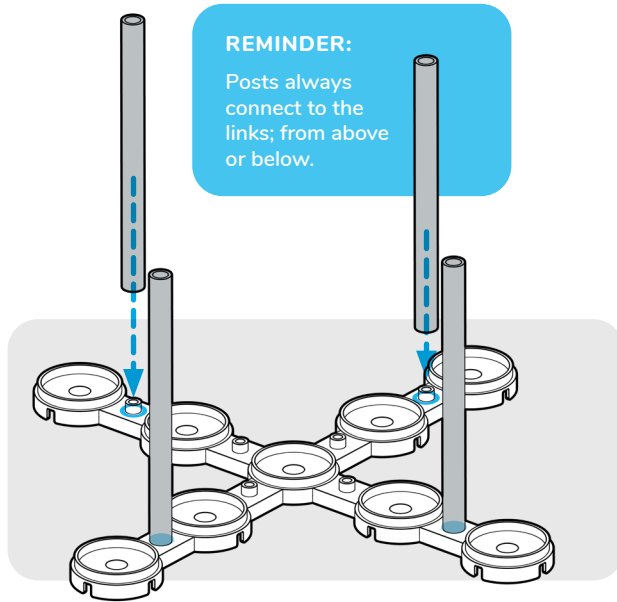To be placed on the grid-set after it's built.

= 83 TOTAL PARTS

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

BUILDING THE GRID-SET

GET VERTICAL!

REMINDER:

Posts always connect to the links; from above or below.
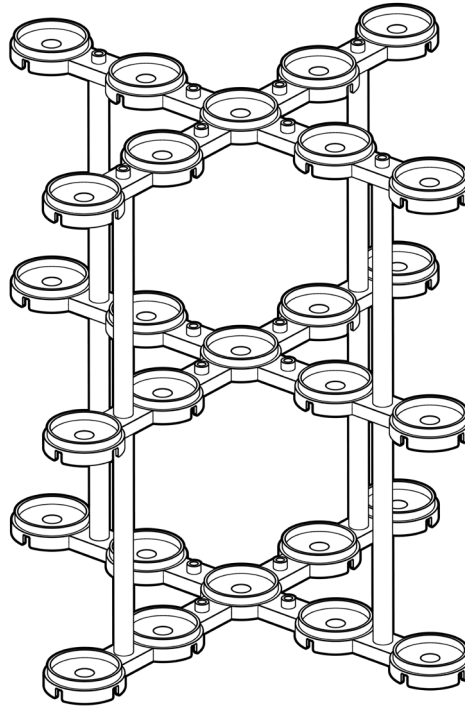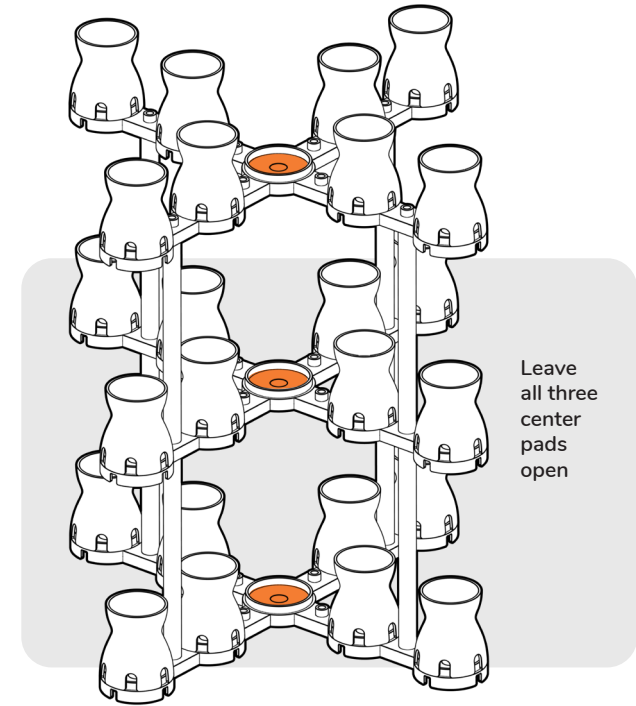
Connect four posts to the four link locations shown.

STACK THE FLOORS

STEP 3

Connect the three floors. The upper posts should be over the lower posts.

PLACE THE MARKERS

Leave all three center pads open

STEP 4

Place all 24 markers on the pads as shown. Any color can go anywhere.
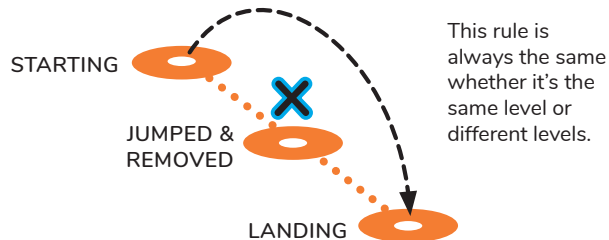
THE RULES

GAMEPLAY & GOAL

The goal of 3D Solitaire is to clear the grid-set by eliminating as many markers as possible. You eliminate a marker by jumping over them with **any other marker**. The marker that was jumped is removed from the grid-set and set aside.
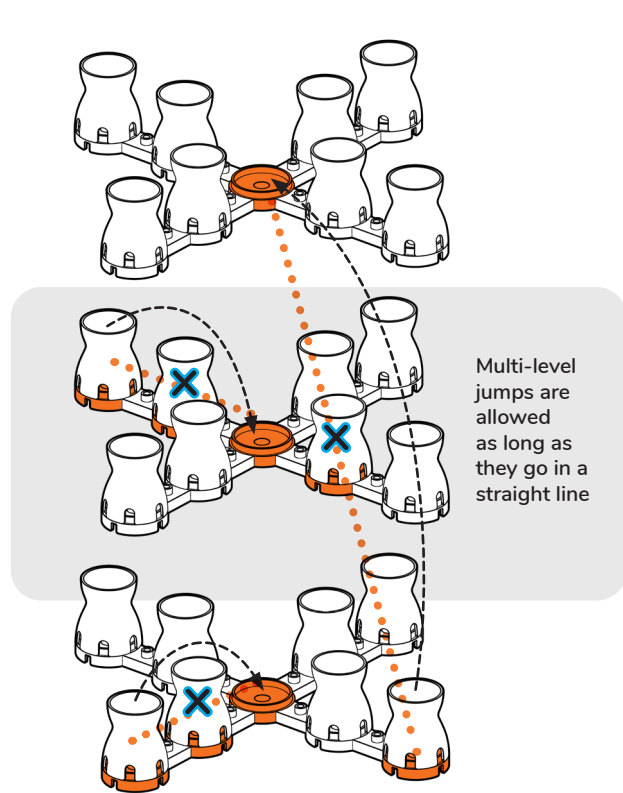
You can move any marker at any time.

The ultimate goal is to end up with a single marker left on the grid-set. It's harder than you think!
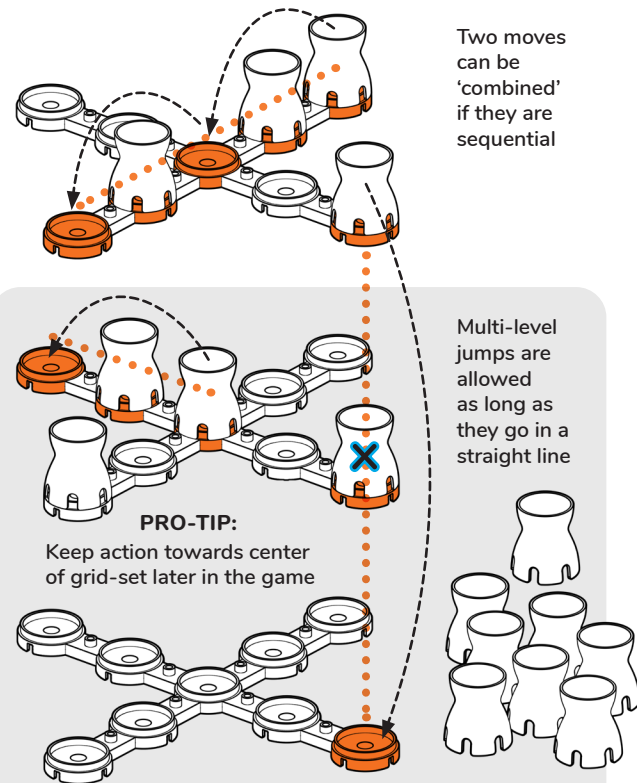
JUMPING in 3D

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

STARTING

JUMPED & REMOVED

LANDING

This rule is always the same whether it's the same level or different levels.

JUMPING

Multi-level jumps are allowed as long as they go in a straight line

Three example moves from the beginning of a game.

Two moves can be 'combined' if they are sequential

Multi-level jumps are allowed as long as they go in a straight line

PRO-TIP:
Keep action towards center of grid-set later in the game

Three example moves from later in a game.