

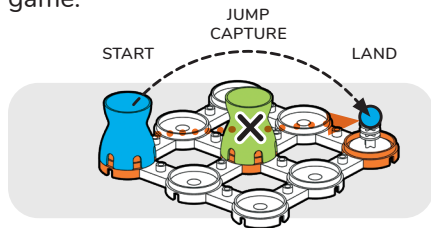
## OBJECTIVE

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.

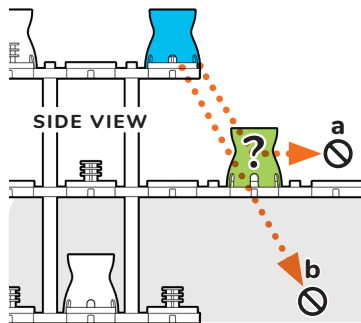


**PRO-TIP** > Use a multi-jump to capture more than one opponent on a single turn!

## JUMPING in 3D

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

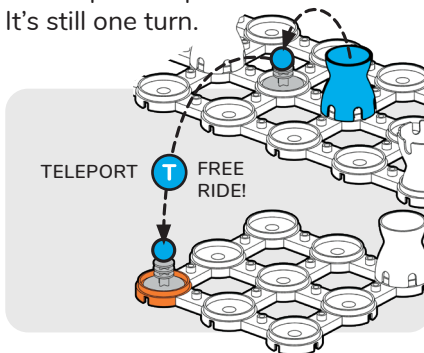
Think of three points (or pads) in a row: your starting pad, the opponent you are jumping over, and your landing pad.



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

## OTHER MOVES

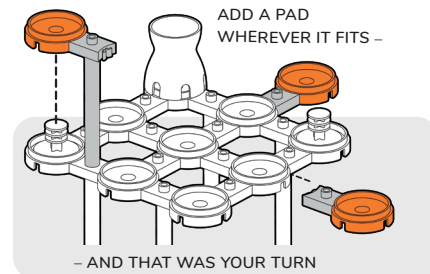
A **teleporter** is a special pad. Land on one and get 'teleported' to any other open teleporter. It's still one turn.



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.

