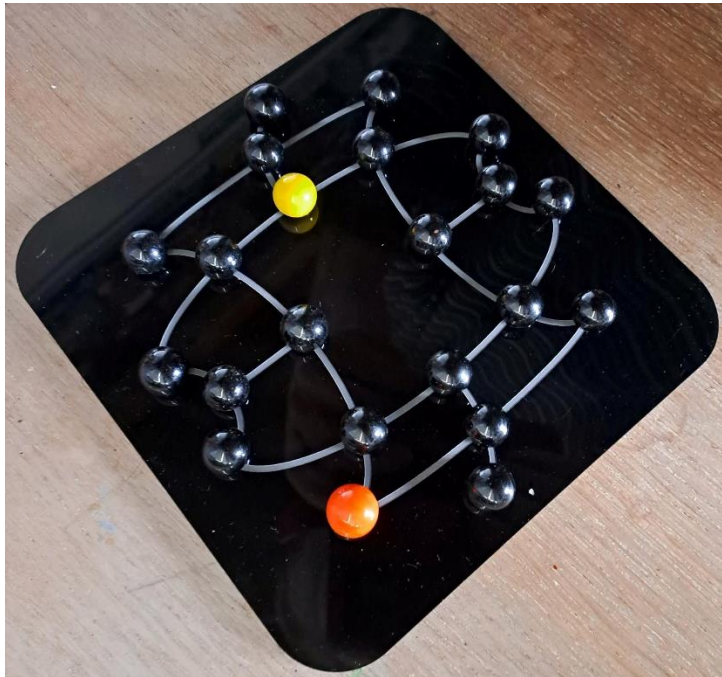


Gravity Trap

2008, Mike McManaway, published at Colour of Strategy and Gigamic

The game is played on the following board, with 22 'bases' connected by curved lines:



Rules

- Each player places their spaceship (red or blue) on any base. The 20 black spheres are placed on the remaining empty bases.
- Players take turns moving their spaceship along one of the lines where their spaceships are (changing direction is not allowed).
 - Spaceships may jump over empty positions, empty bases, or the other spaceship.
 - They must land on an occupied base (i.e., with a black sphere); they may not land on another spaceship or on an empty base.
 - Each time a spaceship lands, it displaces a sphere from its base, which is captured.
- When a player's spaceship makes its last possible move, the other player is the winner.

There is a note that forbids mirror strategies, i.e., the second player places his stone on the opposite side of the board and just copies the first player moves. In these cases, it would be better to find a ruleset where mirror strategies were impossible, instead of just ruling it out this way.

The official rules:

GRAVITY TRAP

A GAME OF SPACE STRATEGY FOR TWO PLAYERS

INSTRUCTIONS

Set up

- Gravity Trap is played on a field with 22 bases connected by curved tracks.
- The players each choose a ship (Red or Blue) and place it on any base.
- Twenty black pods are placed on the remaining bases.
- Players decide who moves first or alternate the start.

Rules

- Players take turns moving their ship along a track to any occupied base. (Fig A)
- Ships must take off and land on the same track; no change of direction is allowed.
- Ships may jump over pods, empty bases and the other ship. (Fig B)
- Ships may not land on top of each other or on an empty base.
- Every time a ship lands, it displaces the pod from its base, knocking it into the hole.

Winner

- As soon as one player makes their final move the other player wins! (Fig C)
- This means that when a ship lands on its final base (has no further legal moves) the game ends.
- The winning player counts how many occupied bases their ship can still reach. (Fig D)

Figures

A. First move by Red - B. Second move by Blue - C. Final move by Red - D. Blue wins by 3 pods

Notes



- The second player may not exactly mimic all the first player's moves, by starting their ship in an opposite position and copying each move.
- A safe way to remove pods from the tray is to tip them into a container. Each game includes two spare pods.

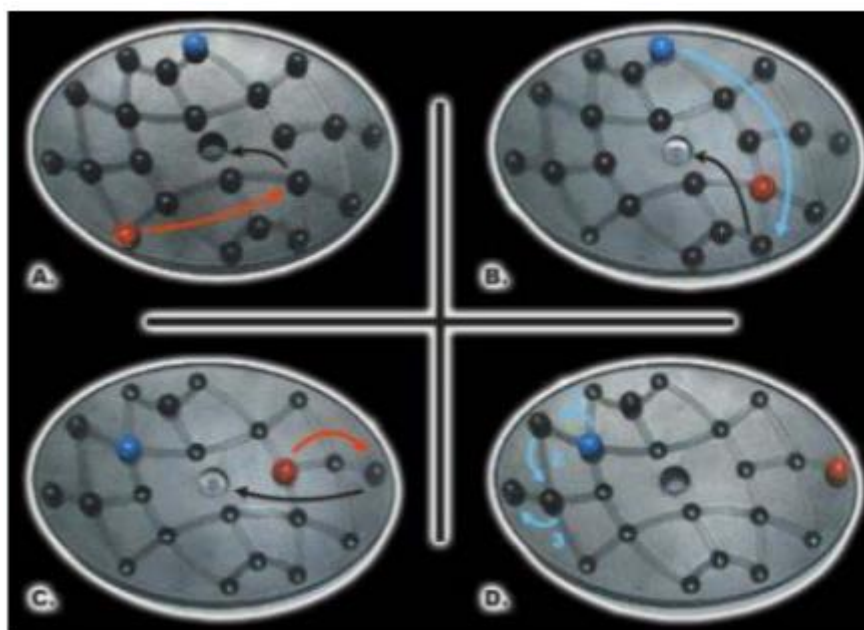
Strategy hints and more info at:
www.gameofgravity.com

GRAVITY

Published by Colour of Strategy Ltd.
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Created by Mike McManaway.

Warning!
Choking hazard. Not suitable for children under three years. - Small parts.

 5 - Adult  10 Min.  2 Players



The [review](#) of Jeux Soc:

It offers us here a two-player game that's somewhat reminiscent of Isola. The goal is to move around a shared board while gradually eliminating its spaces. As soon as a player can no longer move, their opponent wins.

In Gravity Trap, you need to study the grid carefully. Movement is not limited to adjacent spaces — you may move as far as you like along the drawn lines, provided you don't change direction. You're not blocked by any marbles you may fly over; the only restriction is that you must land on a space occupied by a black marble.

The magic of Gravity Trap also lies in its components. The game board is very slightly curved, so that the black marbles that are dislodged gently roll toward the central black hole, where they disappear. At the end of the game, you simply turn the board over a container to collect all the marbles again.

Another very nice touch: the game comes with two extra black marbles. That way, you'll only have to move the Henri III sideboard to retrieve the marbles that rolled behind it once every three games!

