GAME #1

MATRIX

QUICK START GUIDE

PLAY TIME	AGES	PLAYERS
20-60 MINUTES	**8+**	**2-4** OR MORE!

PARTS + DEFINITIONS

BUILDING PARTS

POST
Connects to build vertically

PAD
The landing spot for player markers
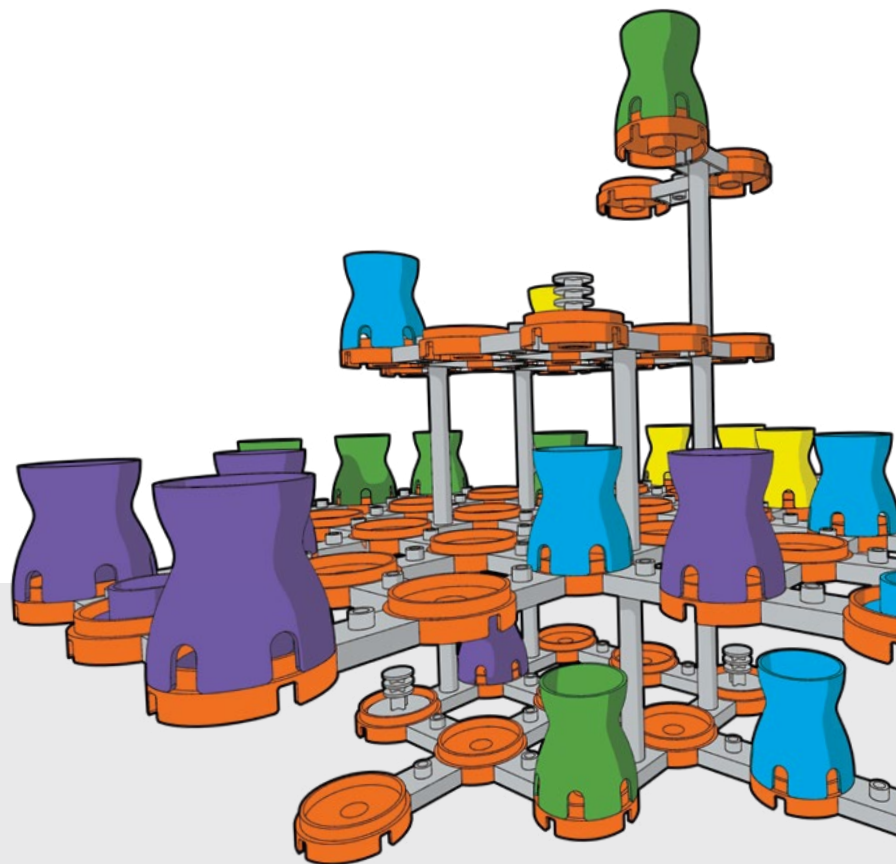
LINK
Connects to any pad or post
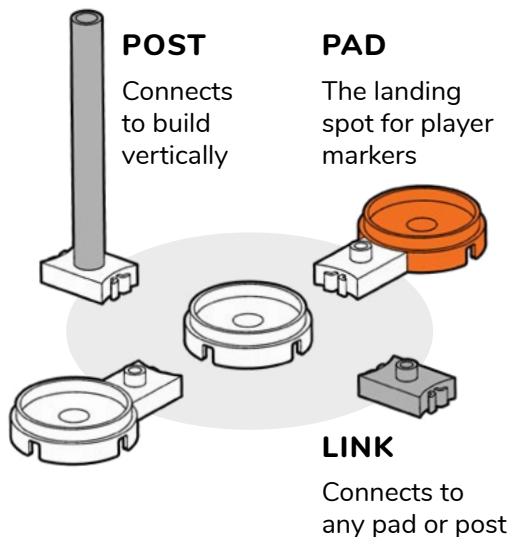
The Gridopolis system is built with three simple pieces that connect together. The pad and link connect horizontally, and the post connects vertically.

NODE PARTS

The nodes modify the normal pads so that they do something extra or special.
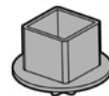
KINGERIZER
Used to mark your starting 'home-row.' Opponents try to land here to get 'kinged.'

HYPER-PAD
This turns any pad into a wormhole – and **beams** (⊞) your marker to any other hyper-pad.

BLOCKER-BOX
Boom! Take a pad out of action for the rest of the game.

GRID-SET

Your three dimensional playing area is called a 'grid-set.' It's the structure where everything happens. It's defined for the start of a game – but can change during play!
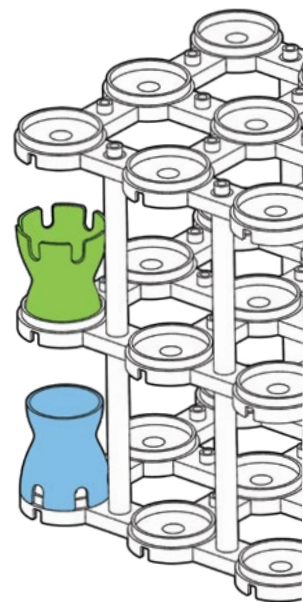
MARKERS

Each player has game markers to move and jump.

KING
Markers turn into kings when they reach their goal.
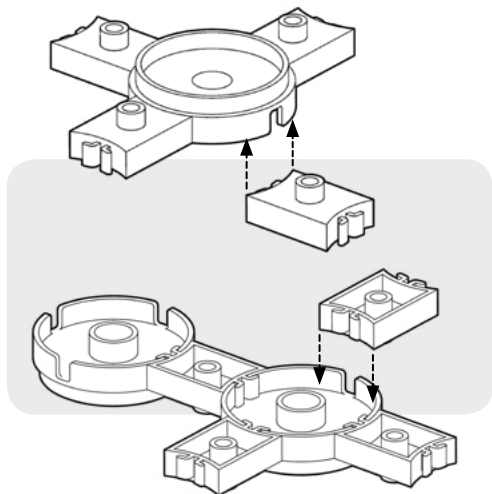
PAWN
All markers start out as pawns.
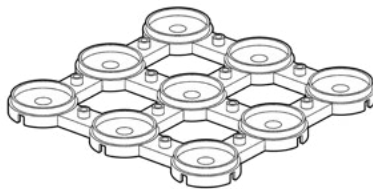
BUILDING a GRID-SET

ASSEMBLY TIPS

Start by connecting the links to the pads. They're easier to connect if you attach them from the underside.
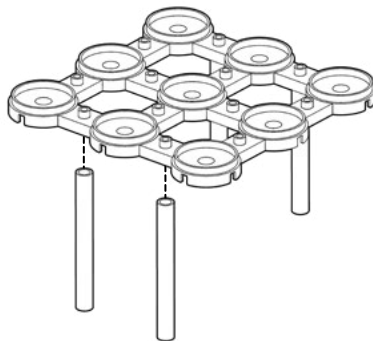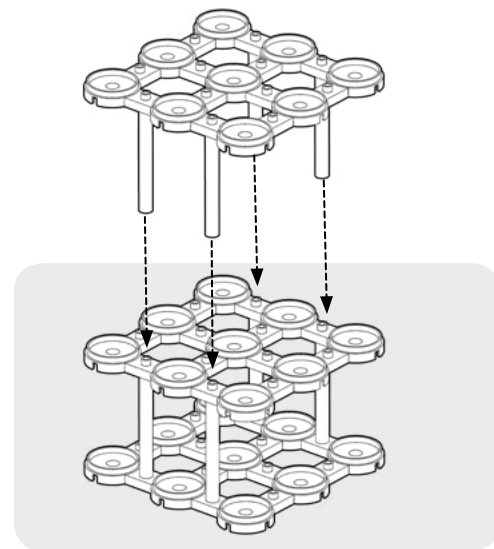

Or – just turn stuff upside down!

When building a 3D level, it's a lot easier to build a full horizontal 'floor' first.

Next, connect the posts to the underside of the links.

Finally, lower each floor and post assembly on to the floor level below.
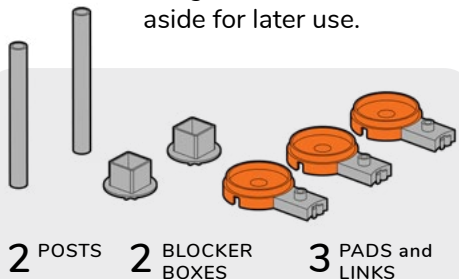

Each post fits on a link below.

GAME SET-UP for MATRIX

GET STARTED!

Each player gets the following **ten parts** before the game starts. Set them aside for later use.

2 POSTS   **2** BLOCKER BOXES   **3** PADS and LINKS

BUILD YOUR GRID-SET

Build three levels and then add four supporting **posts** for each level.
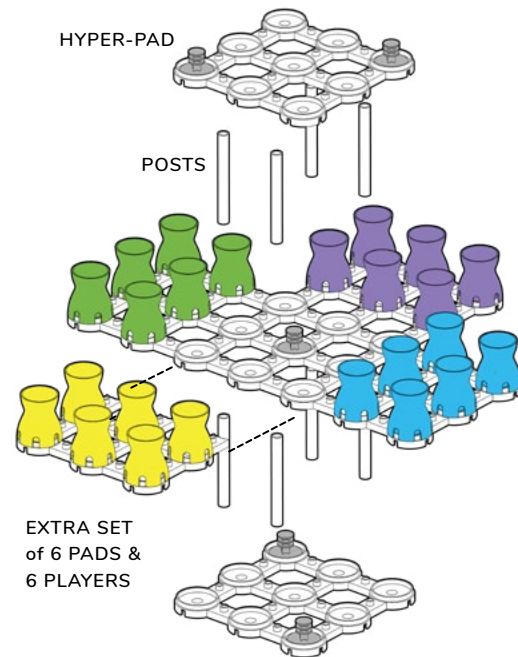
Place **hyper-pads** as shown, five total.

Place **kingerizers** in a *single* back 'home-row' for each player with matching colors, for three total.
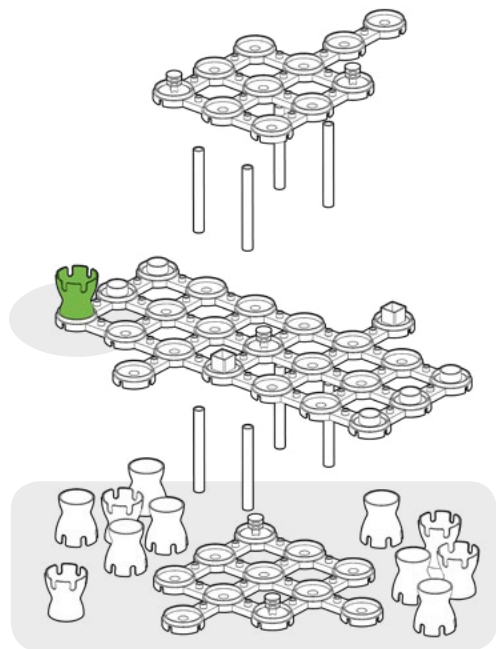
2-PLAYER

HYPER-PAD

POSTS

COLOR-KEYED HOME-ROW of 'KINGERIZERS'

3- or 4-PLAYER

HYPER-PAD

POSTS

EXTRA SET of 6 PADS & 6 PLAYERS
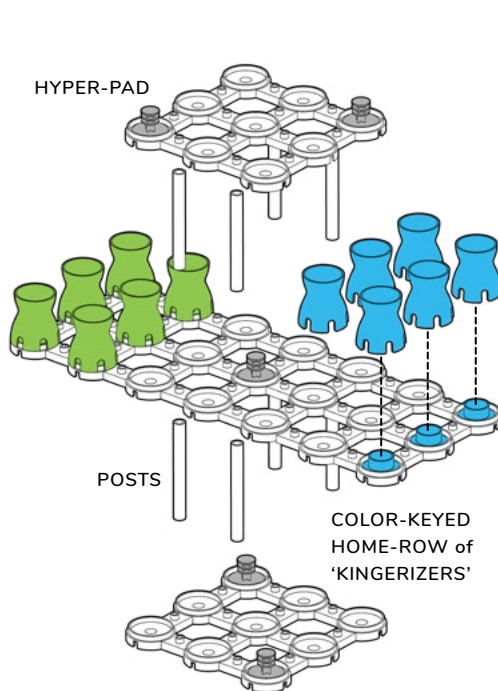
For the 3- or 4-player option, add an extra set of six pads for each player.

WINNING!

OPTION 1

Be the last marker standing!
No time limit.

OPTION 2

Play to any time limit you choose.

Make sure that each person has the same number of turns. So, whoever went first, continue until right **before** it's that first person's turn.

Then count up all the markers you have left and the ones you have captured.

POINT SYSTEM

Kings you captured .... 4 points
Pawns you captured .... 3 points

Kings you have left .... 2 points
Pawns you have left .... 1 point

For the kamikaze move (explained later) give your own sacrificed marker, including points, to the opponent you captured. Keep their marker and points.

GAME PRE-CAP

Whenever it's your turn to move, you have **lots of options**!

- Move your marker in **any direction*** – including up, down, and diagonally across multiple levels. It's 3D!

- Jump and capture any opponent.

- Jump and capture **multiple** opponents, with the **multi-jump** move.

- Land on a **hyper-pad** and 'beam-out' to any other hyper-pad!

- Capture an opponent, but land **outside** the grid-set with a **kamikaze** move.

- Use **add-a-pad**, and grow the grid-set for more playing room!

- Use the **blocker-box**, and shrink the grid-set by knocking a pad 'off-line.'

* At the start of games, 'pawn' markers cannot move backwards / towards their starting 'home-row.'

MOVING: THE BASICS

STARTING

Pawns can move one pad at a time in any direction. This includes diagonally, sideways, **and** from one level to another. But, they can never go backwards – towards their home-row.
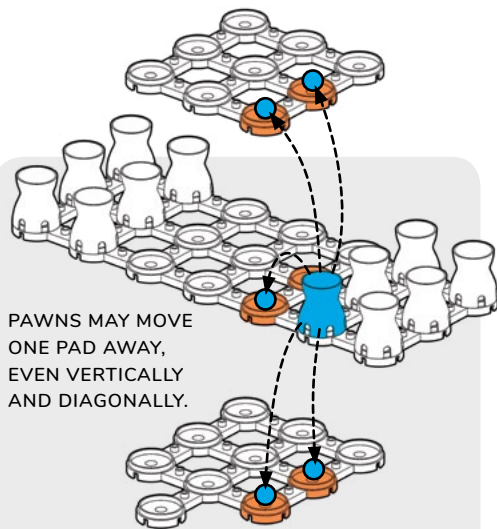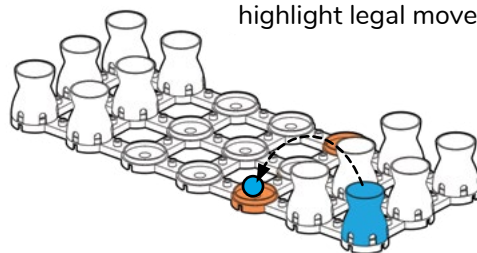

PAWNS MAY MOVE ONE PAD AWAY, EVEN VERTICALLY AND DIAGONALLY.

ALL 6 MOVES SHOWN IN ORANGE ARE LEGAL.

...LATER

Pawns can also jump their own team to speed things up! All jumps are required to be in a straight line – so no turning corners. You may even jump multiple markers on the same move. Orange pads highlight legal moves.
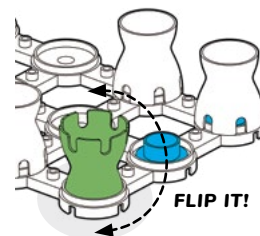

Pawns **can never go backwards**, which is towards their starting home-row.
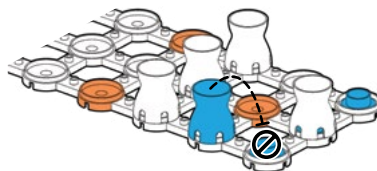
Sideways moving is OK, **except** for the home-row. Markers must exit.

... and AS A KING

Once you land on **any** opponent's home-row (the color-keyed **kingerizer**) you get kinged! Flip over your pawn – and it's now a king. This is a major advantage.


FLIP IT!

Why? Kings can then move one pad in **any** direction – but they also get **two separate moves** in a row. The second move is always optional.
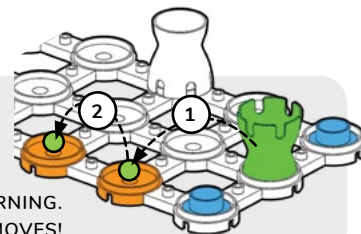
IT'S NOT TURNING. IT'S **TWO** MOVES!

MOVING: NEXT STEPS

HYPER-PAD

Placed on the grid-set before play, a hyper-pad is a special pad 'node.' Any marker landing on it will **beam out** – to **any other open** hyper-pad – of your choosing. This travel does not count as an extra move.

TWO 'JUMPS' BUT –

ONLY ONE MOVE
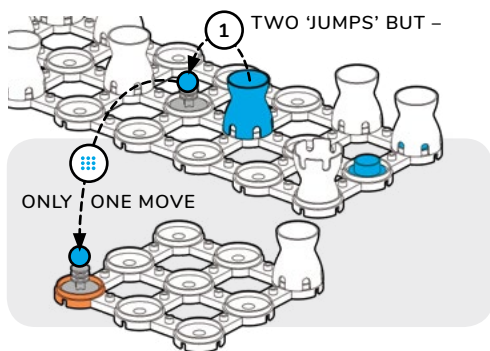
When landing on a hyperpad, you **must** beam out, unless all other hyper-pads are occupied. In that case, stay put. Pawns are not subject to the 'moving backwards' rule – any hyper-pad is allowed!

BLOCKER BOX

A blocker box will **eliminate** any pad it's placed on. (Its nickname is 'little box of dynamite.') Once placed, it cannot be moved and **all players** must go around for the remainder of the game. **It is used in lieu of a move.**

PAD IS 'OUT OF ORDER,' SO NOW …

… ALL PLAYERS MUST GO AROUND!
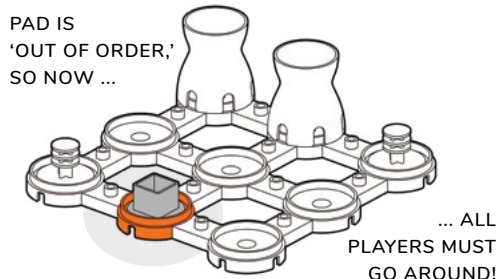
Each player gets two blocker boxes at the beginning of the game and can use them at any time. They can be placed on any **open pad** (which is **not** occupied by a kingerizer, hyperpad, or player marker.)

ADD-A-PAD

The grid-set you start with is **not** the one you end with! A new pad can be connected anywhere it fits, either horizontally or vertically. **It is used in lieu of a move.**
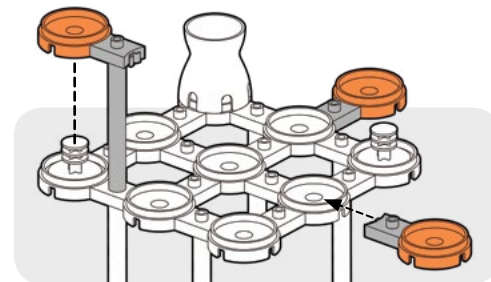

Each player gets three pads + two posts at the beginning of the game and can use them at any time. When using a post, the new pad must be **directly above** another pad.
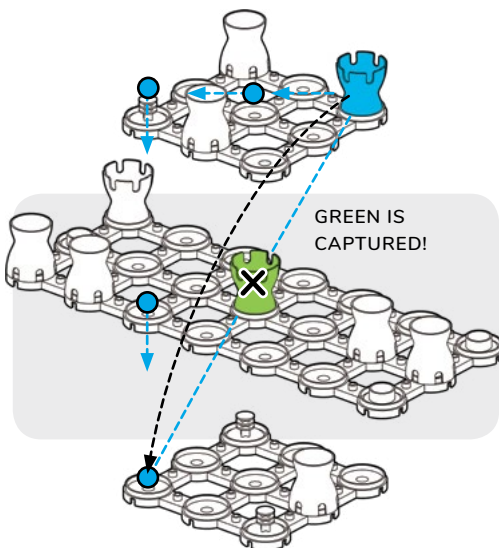
CAPTURING

JUMPING 101

To capture a marker, you jump over them – *in a straight line* – into an empty pad. Both pawns and kings can capture each other, but pawns cannot go backwards at any time.

ALWAYS JUMP IN A STRAIGHT LINE

DIAGONAL MOVE. BLUE CAPTURES GREEN!
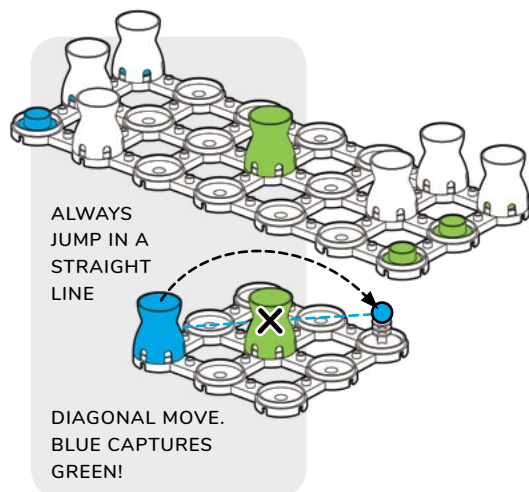
Captured markers are *always removed* from the grid-set.

A diagonal **with** multi-level jump is challenging for some players to visualize. It can help to first imagine the move on a single level.

GREEN IS CAPTURED!

JUMPING 102

Any capture-jump-move must *always* be made in *a straight line,* with no turns or changes in direction. This is tricky with different levels and diagonal angles.

ILLEGAL JUMP:

NOT STRAIGHT & CHANGES DIRECTION

STRAIGHT LINE SHOWS THERE IS NO PAD HERE FOR LANDING
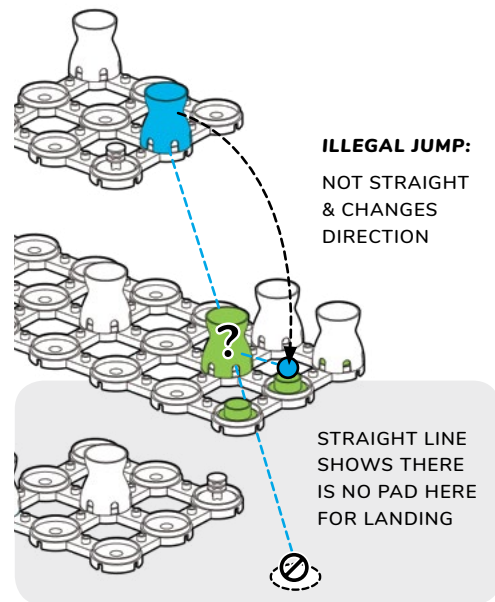
The straight-line capturing requirement is the most confusing rule for beginners.
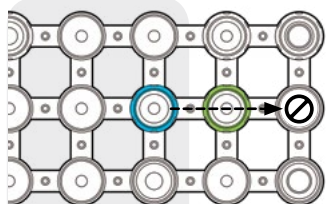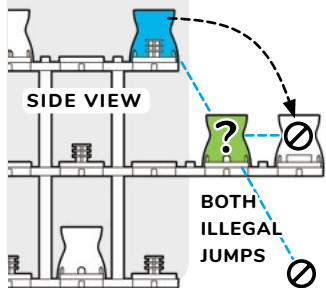
Here is the same illegal jump from the top and side views to help illustrate.

TOP VIEW

Looks OK from this angle –

But it's not.

SIDE VIEW

BOTH ILLEGAL JUMPS

The planned jump-move requires a turn –

or landing where there is no pad.

MULTI-JUMP

Jumping is not only limited to capturing one marker. A **multi-jump** allows you to **keep jumping** and capture more!

NICE MOVE
BLUE CAPTURES THREE GREENS IN ONE MOVE!
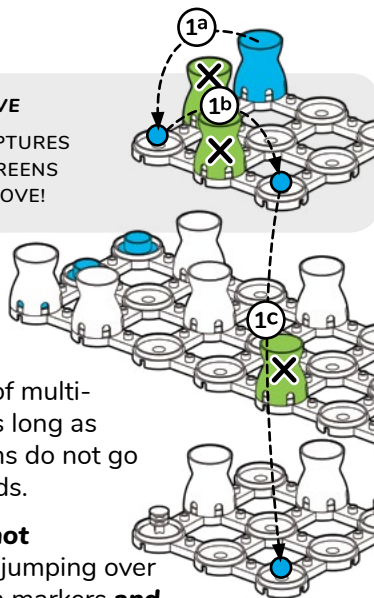
There is no limit to the amount of multi-jumps, as long as the pawns do not go backwards.

You **cannot** combine jumping over your own markers **and** capturing an opponent.

KAMIKAZE!

This 'sacrifice' move is when a player captures an opponent's marker, but lands **off** the boardset! Both markers are eliminated from play.

KAMIKAZE!
GREEN & BLUE BOTH REMOVED
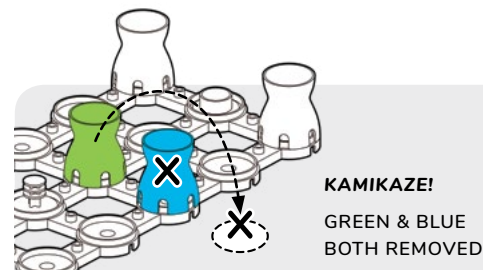
The kamikaze can only be used to jump an opponent on the **same level**. There is no limit to when, or how often, the move can be used.

If playing a timed game, the markers and points are divided:

- Green captures – and keeps – blue.
- Green is given to blue opponent.

HYPER-PAD TIPS

Hyper-pads do not count as part of your 'move.' If you land on one, the next jump is free!

When you land on a hyper-pad, you **must** 'beam-out' to any other un-occupied hyper-pad. Pawns are **not** resticted by direction.

If you land on a hyper-pad when all other hyper-pads are blocked with markers ('fully-corked') then you stay on that hyper-pad with no 'beam-out.'
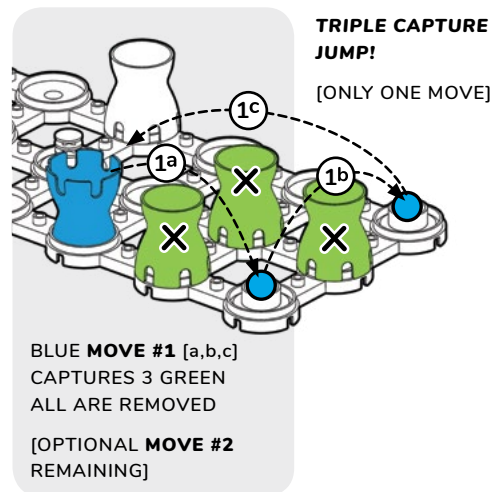
After you arrive at your destination hyper-pad, you will need to leave that hyper-pad and re-enter (or land on another hyper-pad) to 'beam-out' again.

Since kings have two moves, they **can** use move #1 to exit and then move #2 to re-enter and 'beam out.'

KING JUMPING

With a king's ability to move in **any direction**, you may have more jumps than you think.

Although rare, a king may be able to capture three – or even four – opponents in one single move. Impressive!

TRIPLE CAPTURE JUMP!

[ONLY ONE MOVE]

BLUE **MOVE #1** [a,b,c]
CAPTURES 3 GREEN
ALL ARE REMOVED

[OPTIONAL **MOVE #2** REMAINING]

By using a hyper-pad on their **first move**, a king can still take a second move **after they arrive** at the destination hyper-pad.

MOVE #1
TAKE THE HYPER-PAD

BEAM-OUT

MOVE #2
CAPTURE GREEN!

OTHER WAYS TO PLAY
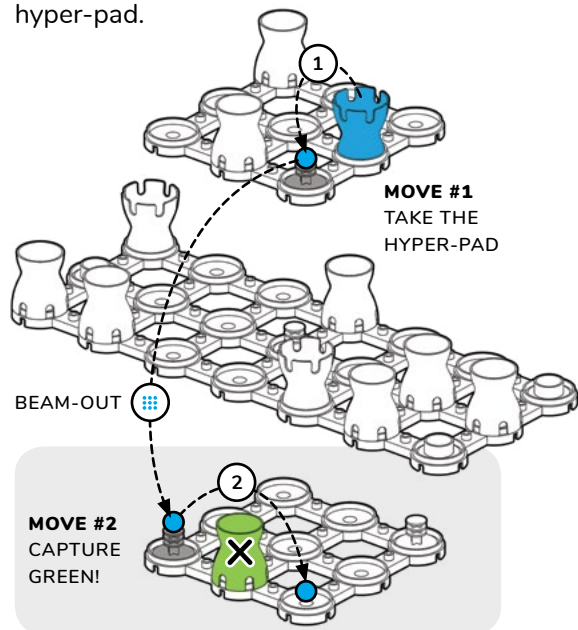
MORE DESIGNS

The grid-set in this manual is just a starting point. Have an idea for your own design? Try it out!

Matrix is incredibly flexible and modular. Modify the grid-set and test out new designs at any time.

The rules are also totally flexible. As long as all players agree, feel free to tweak and test. Share your best inventions at the Gridopolis website!
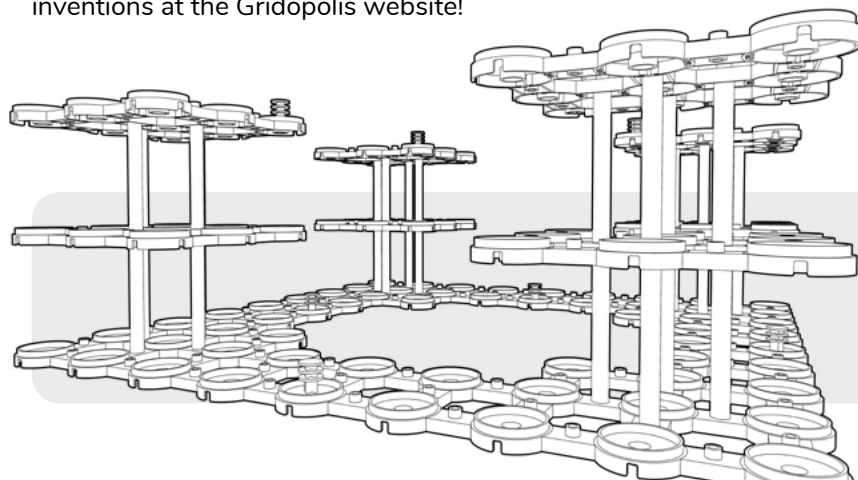
MORE PLAYERS

This manual shows how two to four people can play together. But – that is **not** the limit!

As long as the markers are different colors, you can keep adding more players. Check out the Gridopolis website for extra parts and extension sets.

'MATRIX : FOUR TOWERS'

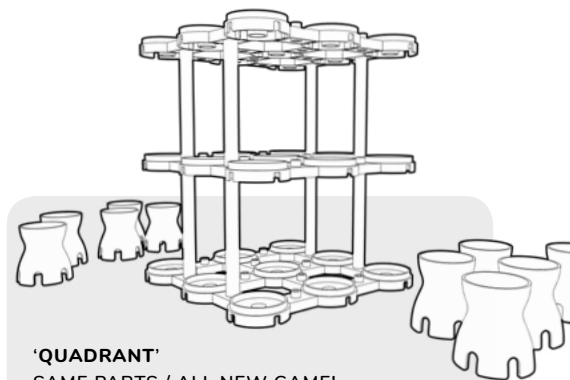SAME GAME / NEW GRIDSET!

MORE GAMES

Matrix is just the first of many more games in the Gridopolis Game System. You use the exact same parts, re-arrange them, and start playing **brand new games**. No purchase required!

Want even more? Stay tuned for STEAM guidelines and lesson plans to help design your own original game from scratch.

'QUADRANT'

SAME PARTS / ALL NEW GAME!

HELP MAKE THE NEXT VERSION EVEN BETTER

This is a **special pre-release beta version** of the Gridopolis Game System. It was produced to generate feedback from smart people like you.

Help the effort in three simple ways:

1 Post on social media. Mention the website so we can add others to the interest list.

   www.gridopolis.games

2 Share from our facebook page.

   www.facebook.com/gridopolis

3 Make suggestions for new rules, games, or generally cool ideas.

   www.gridopolis.games/ideas

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