



# **GRIDBALL**

**THE GRID-BASED TABLETOP SPORTS GAME**

# OVERVIEW

## INTRODUCTION

GRIDBALL is a fast paced fantasy sports game. Control a team of 4 GRID-Players and battle against your opponent to get the ball into the goal zone. The first team to score 3 goals wins the game!

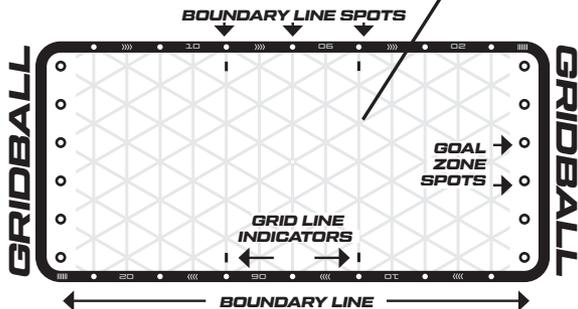
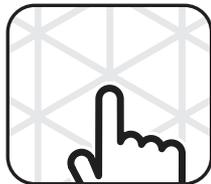
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### THE GRID

GRIDBALL is played on an isometric grid, containing 15 x 7 GRID points.

The grid is surrounded by a boundary line and a GOAL ZONE at each end.



### THE GRID-PLAYERS



You control a team of 4 GRID-players.

### THE BALL

The teams compete for control of the GRIDBALL.



### GAME DICE



4 x game dice are used to play GRIDBALL.

### MOVE

With 3 actions per turn, you can MOVE your GRID-Players between GRID points, 1 STEP at a time.



### LOAD

Take possession, and place the ball on your GRID-player, using the LOAD action.



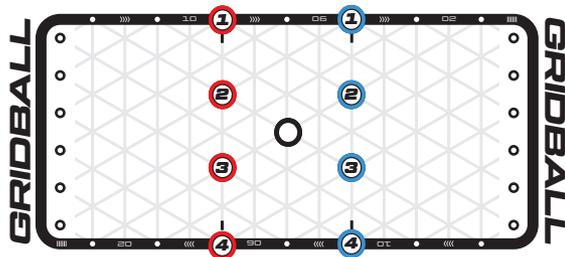
### FIRE

Once loaded, you can use other GRID-players to help you FIRE the ball into the GOAL ZONE!

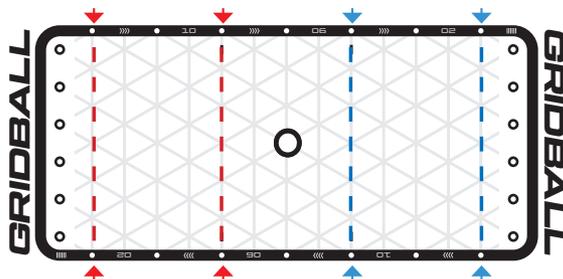


# HOW TO PLAY

## START



If playing for the first time, set up as shown above. Both teams roll their die, highest score determines who starts. Re-roll in case of a tie. Proceed to GAME TURN.



When familiar with the game, the team that rolled highest (or scored against, when re-starting) places their GRID-players anywhere on, or within, the lines indicated. Once the opposition has done the same, the team rolling highest (or conceding team) starts their game turn.

## GAME TURN

During a game turn, 3 actions are available to your team. For each action, you can choose from any of the following:



Move a GRID-player 1 step in any direction (see next page).



Pick up and LOAD the ball onto one of your GRID-players (see next page).



Roll the game dice and FIRE the ball (see page 5). If choosing to FIRE, **this must be the final action** of your turn.

**X 3**

## END OF TURN



At the end of YOUR turn, any of your checked GRID-players (see next page) can be flipped back over.

## GOAL SCORED?



If the ball entered the goal zone, a goal has been scored. Follow the set up instructions above, except skip the dice roll, as the team that conceded a goal, starts first.

## END OF GAME?



The first team to 3 goals wins! Or if you prefer, you can play a 30 minute time based game. When the time is up, the game ends and the team that has scored the most goals is declared the winner!

# ACTION 1: MOVE

Movement around the GRID is achieved using the MOVE action.

## SINGLE-STEP MOVE

Move to any surrounding GRID point using the MOVE action. This can be 1 step in any direction.



### DOUBLE-STEP:

Subsequent moves with the same GRID-player, can be up to 2 steps, if in a straight line.



## STRIKE BALL

If the adjacent space is free, the GRID-player can move to the ball, and the ball 1 step in the same direction (this is also possible with the double-step).



## STANDARD CHECK

If the adjacent space is free, the GRID-player can move to an opponent (without the ball) and CHECK the opponent 1 step in the same direction.



## DOUBLE CHECK

If checking an opponent with a double-step, the opponent is flipped over at the new position, and remains there until flipped back (see END OF TURN)

# ACTION 2: LOAD

Take possession of the ball using the LOAD action.

## LOAD FREE BALL

If one of your GRID-players is 1 step away from the ball, the ball can be picked up and LOADED onto this player.



Once LOADED, that GRID-player can take no further action other than FIRE (see FIRE).



## STEAL BALL

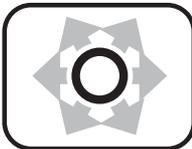
If 1 step from an opponent with the ball, the ball can be LOADED onto your GRID-player.

# ACTION 3: FIRE

With the last action of your turn, and with a LOADED ball, you may FIRE the ball.

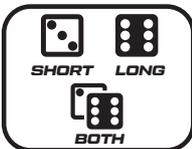
## 1. CHOOSE DIRECTION

First, choose, and declare to your opponent, the direction you wish to FIRE the ball.



## 2. CHOOSE RANGE

Next, to determine how far the ball will travel, roll either the short (2-3), long (4-6) or BOTH dice (combine the values).



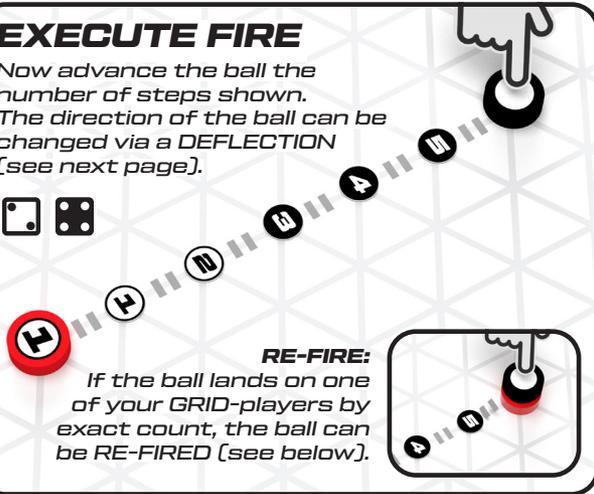
## 3. COUNTER MOVE

Before FIRING, both teams roll their dice, the team that rolls highest can move a GRID-player 1 step to a free position. If tied, roll again.



## EXECUTE FIRE

Now advance the ball the number of steps shown. The direction of the ball can be changed via a DEFLECTION (see next page).



### RE-FIRE:

If the ball lands on one of your GRID-players by exact count, the ball can be RE-FIRED (see below).

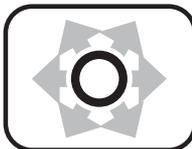


# RE-FIRE

After FIRING, if landing on a GRID-player by exact count, FIRE again for FREE, before your turn ends.

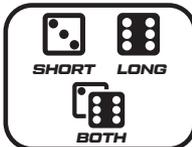
## 1. CHOOSE DIRECTION

Repeat the process, and choose any direction you wish to FIRE the ball.



## 2. CHOOSE RANGE

Choose again how far the ball will travel with travel, roll either the short (2-3), long (4-6) or BOTH dice (combine the values).



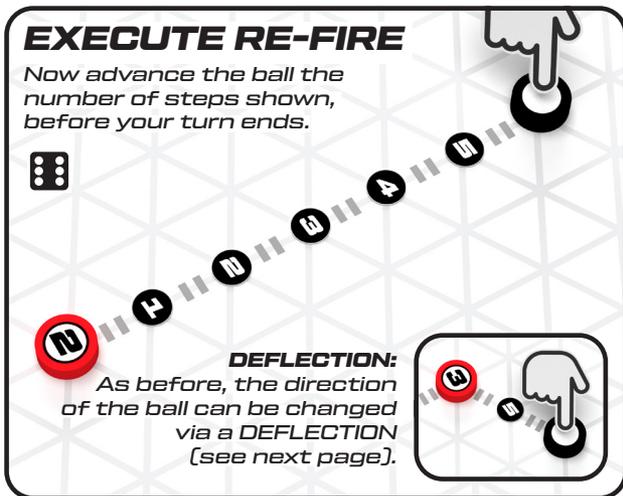
## 3. COUNTER MOVE

Before RE-FIRING, both teams repeat the roll for a COUNTER MOVE. The winner this time, can move up to 2 steps to a free position.



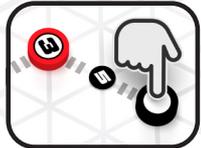
## EXECUTE RE-FIRE

Now advance the ball the number of steps shown, before your turn ends.



### DEFLECTION:

As before, the direction of the ball can be changed via a DEFLECTION (see next page).

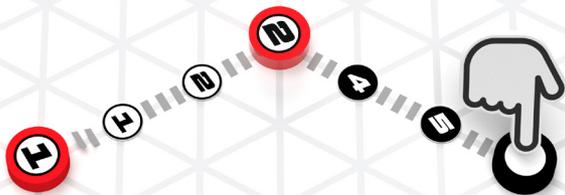


# DEFLECTION

A **DEFLECTION** can change the direction of the ball after **FIRING** or **RE-FIRING**.

## DEFLECTION

If making contact with a stationary **GRID-player**, their team chooses a direction to move the ball the remaining steps. This can be any direction, except for where the ball came from\*



\* Unless the player is face down, in this case the ball **MUST** return from where the ball came.

## COUNTER-DEFLECTION

A **COUNTER-DEFLECTION** occurs if the ball makes contact with a **GRID-player** (from either team) which executed a **COUNTER MOVE**.



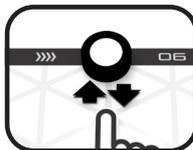
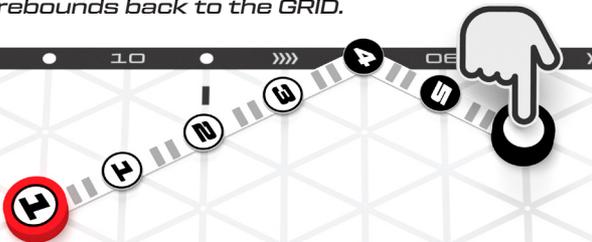
The ball must move in the same direction the **GRID-player** moved, for the remaining steps (rebound rules apply, see below).

# FIRE to BOUNDARY

If the ball is **FIRED** towards the boundary line, the ball either rebounds back, or leaves the **GRID**.

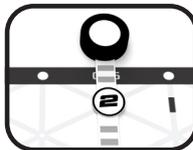
## FIRE DIAGONALLY

If the ball is **FIRED** towards the boundary line, from a diagonal angle, the ball rebounds back to the **GRID**.



## FIRE AT 90°

Fired at a 90° angle and landing on a boundary **SPOT**, the ball returns in the opposite direction, if there are remaining steps.



## FIRE OFF GRID

If fired between **SPOTS**, the ball leaves the **GRID** and the turn ends. The team that did not have last contact with the ball, starts a new game turn.



Before starting the new turn, place the ball on either of the nearby boundary spots. If both spots are occupied, the ball must be loaded to one of these **GRID-players**.

# BOUNDARY RULES / SCORING

Finally, see these rules regarding the boundary line and scoring.



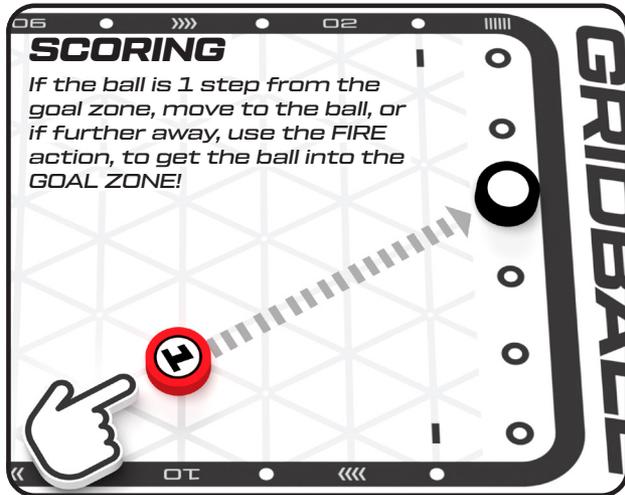
## BALL on BOUNDARY?

A GRID-player can MOVE to the ball from a diagonal angle (but not 90°) forcing the ball back to the GRID.



## PLAYER on BOUNDARY?

It is not possible to check an opponent on the boundary line, from any angle.

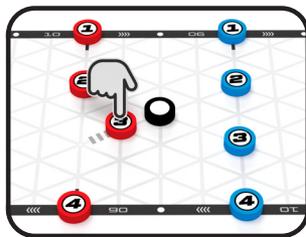


## SCORING

If the ball is 1 step from the goal zone, move to the ball, or if further away, use the FIRE action, to get the ball into the GOAL ZONE!

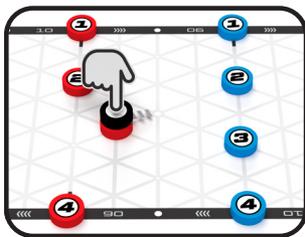
# EXAMPLE TURN

Here, we give an example of an opening turn. RED are starting the game.



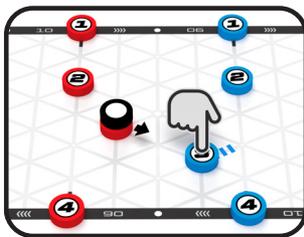
## 1. MOVE

RED starts by moving a GRID-player forward 1 step.



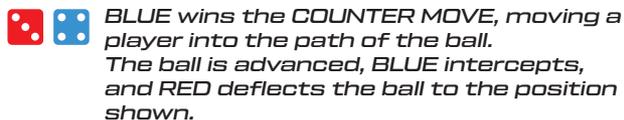
## 2. LOAD

With the second action, the ball is LOADED to this GRID-player.



## 3. FIRE

RED elects to FIRE, chooses a direction, and selects both dice, rolling 6 in total.



BLUE wins the COUNTER MOVE, moving a player into the path of the ball. The ball is advanced, BLUE intercepts, and RED deflects the ball to the position shown.

## TOP TIP!



Go for the RE-FIRE, score more GOALS!



*Thanks for playing*