



GRAVITY WARPGAME™

Gaming on a whole new level™

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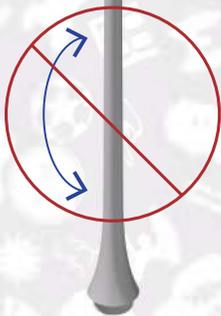
To place/remove the magnet onto/from the cabin always **slide** the magnet off the metal disc. **Do not try to pull it**, it is very strong and it may pinch your fingers and detach the magnet or the metal disc.

Metal plate

Slide magnet onto metal disc

Screw into cabin

Be careful not to bend the rod sideways, it can break if too much force is applied.



- 1 Take the top and bottom pieces of the cone-shaped support base and screw them together, lightly.
- 2 Attach the magnet to the cabin, then attach the cabin to the platform, lightly tighten the screw.

CAUTION: Ask for the help of an adult to attach or replace the magnet holder, this piece has a pointed tip and the magnet is very strong, it may pinch your fingers and may detach the magnet or the metal disc.

- 3 Take the platform with the cabin and magnet holder and place it on the cone-shaped support base, making sure that the tip is inside the small concave zone of the support.

- 4 If you wish to play the other side of the platform, just unscrew the small plastic screw from the cabin, remove the cabin, flip the platform, insert the cabin and lightly retighten the screw.

- 5 Balance the platform by shifting the magnet around the area of the plate and in the direction of the downward lean of the platform. **Always shift toward the downward lean.** Repeat this process until you are satisfied with the balancing angle of the platform. (Does not have to be perfectly balanced).

- 6 Make sure there are no other items near, above or below the platform that would prevent the free movement of the platform.

- 7 Each player chooses a color set of pieces. Make sure each set has 2 of each (fighter, tank and spaceship).

GAME SETUP

2

2 Choose an army set

3 Decide winning condition

1 Assemble platform

5 Pick Hero (randomly)

7 Deal 5 cards to everyone

4 Everyone gets a Guardian

6 Everyone starts with 5 points



Gravity Warfare is a fun and challenging dexterity game that involves strategy and card management with a take-that mechanic. Follow the instructions below to learn how to play the standard mode: "Player's Choice".

Getting ready to play

1 Assemble the platform as shown in page 1.

After you have this set up, the platform is very stable and self-balancing, you may tilt the platform all the way down, let go, and the platform will wobble back and forth until it finds its own balance again. As long as you treat the platform with care, it will never fall.

2 All players choose a color set of pieces to play the game.



3 Decide the winning condition.

The goal of the game is for you to get rid of all your pieces.

If you do not have any more pieces to play, you win the match, get some points and start a new match.

You play for points (like 20) and the first person to that score wins. Or play a set of 3 rounds, and the person with the most points wins the game.

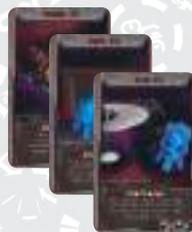
If **your primary goal is to get rid of all your pieces, your secondary goal is to keep other players from playing all of theirs.** The way we do that is by giving them challenges to try and make their turn harder to do.



If you place all your pieces on the board, you win.



Make them fall, and you lose the match.



In the game we have "Challenge" cards (Red energy). These are the best cards you can use to make another player's turn harder to complete and keep them from playing their turn. If the active player does not successfully place their pieces on the platform with the challenges given, they take their active pieces back, and it is the next players' turn.



There are also other types of cards in the game. "Event" cards (Green energy) are also modifiers that you can use to influence the game in some way, but you (as the issuer) perform the action of the event card, not the active player.



There's also a wildcard in the game called "Anti-matter". This card can transform into any card from the deck, except the Guardian.

4 Everyone gets a Guardian card. Take the rest out of play.



The Guardian is the best card in the game and the good thing is, everyone gets one at the beginning of each match. The Guardian is a "Defense" card (Blue energy). The Guardian makes you immune to all challenges (including the die roll) allowing you to play your turn freely.

5 Randomly pick an Alien Hero Card.



You are now the Hero of an alien race with a special ability you can use to your favor. It is one-time use only and only resets for the following match.

6 All players begin the game with 5 points.



You will find 4 sets of gems in the game: Gold (5 points), Silver (3 points), Blue (1 point). These will reflect the score of the game. Green gems will be explained in the next page.

7 Deal 5 cards to all players.



Every player should start the game with 6 cards (5 dealt + Guardian). 6 is the hand limit, and no player may draw new cards when they have 6 cards in their hand.

8 First player is chosen in any manner desired. Play goes clockwise.

You're ready to play Gravity Warfare!

During your turn:

1 Roll the dice: You, as the active player, take the dice and roll them to play your turn. There are 2 dice:

Location die: this die tells you where on the board you will play your piece. There are two 8-sided dice in the game that correspond to each side of the platform.

Troop die: this die tells you which troop/piece you must play on your turn.

Skip gems

You must roll a piece that you have available in order to play your turn, and you have 2 chances to do so. If by the second roll you still haven't rolled something that you have, you earn a skip gem (green) and the next player goes. Read Pair it!, Double it!, and Teleport it! for exceptions.

On your following turns, if you are still unable to roll a piece that you have available, instead of skipping, you may pay a skip gem (green) to ignore the troop die and play whichever piece you have in the location that you rolled. You may also choose to earn another skip gem instead of playing that turn.

2 Receive challenges: After you roll the dice and everyone knows what your turn consists of, everyone else may give you a challenge card to try and make your turn harder to complete. Every player may give only one card per turn, whether a challenge or event, but may use as many defense cards as they want.

5-Mississippi rule: after rolling the dice, count to 5-Mississippi to allow the other players to decide whether or not to give you any challenges. You may then perform your turn with the challenges given, if any.

Players may collude or conspire against you, discussing what to do and what challenges they have to combine, but they must do so out loud. Also, there is no particular order in which to give challenges.

When more than one challenge is given they are considered as a combination. Remember that Event cards are not performed by the active player.

For example, if you are given a Spin it! + With Chopsticks! + Double it! this means that you have to play your turn (the rolled piece on the rolled zone) using chopsticks and while the board is spinning. Also, you must do that twice.

However, there are times when the combination of cards isn't as easy. In this case **it is the opposing players who decide** how to interpret the cards and tell you how to perform your turn.

At this point attacking players may elect to take back any challenges given from the combination if they find that the remaining combination of challenges is more desirable, harder, or just more entertaining. **You may NOT replace a challenge card** with another, only take it back.

Remember, challenges trump the dice. Dice must be re-rolled if there is any conflict with the challenges. For example: if a player wishes to make someone stack their piece for this turn (Stack it!) but there are no pieces on the initial rolled zone, the active player must re-roll the zone die to find a new location with a piece on it.

3 Do the thing: After the challenges are interpreted, you can now play your turn in the manner decided. **Good luck!**



Make sure the played piece is upright, and at least 50% inside the zone.
DO NOT PURPOSELY FAIL.

Restocking your hand

As the game goes on you will start to run out of cards. There are 2 ways that you can restock your hand:

- 1 If you complete your turn successfully with one or more challenges, you may draw 2 cards, pick one and discard the other.
- 2 You may also purchase cards. Simply pay one point, and do the same: draw 2 cards, pick one and discard the other. You may do this at any time and as many times as you can afford it.

No player may draw new cards if they are at their hand limit (6 cards).

Pay one point
(blue gem)

Draw two cards

Choose only one



Don't Look! cannot be combined with any other challenge card.

What if the pieces fall?

Players must take care not to make any pieces fall off the platform.

- 1 If you make 3 or fewer pieces fall off the platform, you must take your pieces back (the active pieces from this turn only), the rest are set aside no matter their color, you lose one point, your turn is over, and the game continues. See scoring for more (page 7).
- 2 If you make 4 or more pieces fall off the platform, the match ends. You lose 2 points, and the other players receive points according to the number of pieces they have left. See scoring for more (page 7).

After someone wins (runs out of pieces) or loses (makes 4 or more pieces fall off) reset and start a new match.

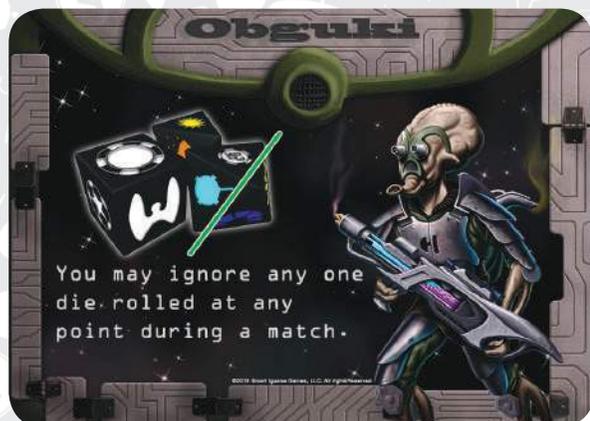
- 1 Score the match accordingly. Check for a winner, if none, set up for another match.
- 2 Keep your Guardian and reset your Hero ability (if used).
- 3 Return all skip gems (green) back to the stockpile.
- 4 Shuffle the cards and deal a new hand to all players.



Special Abilities

Each Alien Hero has their own special ability that you may use at any time during a match, during your turn or another player's turn. How do I use it? Just say that you want to use your ability and the game will pause until you are done using your ability. Use your ability wisely, for you may **use it only once** per match.

If this is your first game, place the Alien Hero cards face up and flip it face down once you've used it. For a more strategic game, keep your hero cards secret and face down until you are ready to use your ability. After you do, flip them face up.



You don't earn the extra points for voluntary stacking.



Keep your discarded cards close to you so you may pick and re-use any one of the challenges you've already used. Then discard all.



The game can be played without keeping score, but for those of you who enjoy more competitiveness in your game, you may follow this simple score keeping system:

All players start the game with 5 points each. We recommend a goal of 20 points to win the game. Or play a set of 3 rounds, and the person with the most points at the end wins the game.

Players who willingly Stack it! on their turn (not dictated by a drawn or issued challenge card) earn 1 additional point for each piece beneath the one they play.

Any match is ended by one of two possible outcomes:

1 You make 4 or more pieces fall off the platform. When this happens, points are assigned as follows:

1.1 You: **-2 points**

Other players:

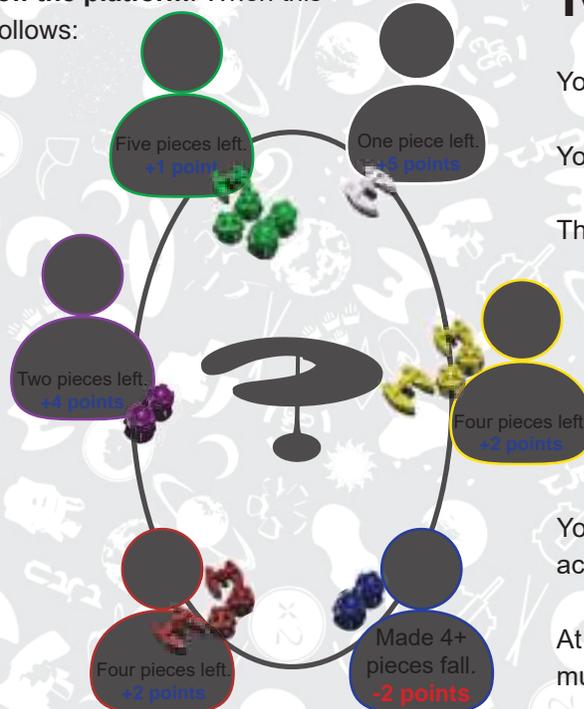
1.2 One piece left: **+5 points**

1.3 Two pieces left: **+4 points**

1.4 Three pieces left: **+3 points**

1.5 Four pieces left: **+2 points**

1.6 Five pieces left: **+1 points**



2 You successfully place all your pieces on the board. If this happens, you receive **+5 points**, and the rest of the players receive none.

If more than one player reaches the goal points at the same time, the player with the most points wins. If there's a tie, play another round.

When you have reached the number of points required to win during a match (with stacking bonus points), you must continue to play until the end of that match (someone runs out of pieces or makes 4+ pieces fall).

Remember, your primary goal is to place all your pieces on the platform.

Variables

Team Mode:

You may play in teams of 2 or 3 players and all rules are the same. However, cunning and good strategy is key for your team to reach the goal points first.

You may use your own cards to help your teammates run out of pieces quicker.

Scoring works the same as before, but all players in a team pool their points together at the end of every match.

Two player mode:

You start with 10 cards (9 dealt + Guardian)

You may issue 2 cards to your opponent.

The winner of each round receives 5 points.

Luck of the Draw:

Remove 2 Return it! And 2 Keep this! Cards from the deck. Shuffle all remaining cards, divide them in two equal decks and place them on either side of the support base. These will be the draw piles.

You take turns drawing a card from either draw pile and performing the action on the card, using the dice if applicable.

At the beginning of each game the first player, and only the first player, must play their turn without drawing a card. Only roll the dice for this turn.

The card that is drawn will dictate your turn. After you play your turn, discard that card and the next player draws for their turn.

If you draw a defense card, keep it for later use and draw again for your turn.

Have fun with the rules or make up some house rules and try them out. The game can be played as strictly or as leniently as players wish.

There are three types of cards in this game: **challenge** (red energy), **defense** (blue energy), and **event cards** (green energy). Challenge cards are used to make a player's turn more difficult and/or entertaining. Defense cards are used to protect yourself or a teammate. Event cards are played at any time, on any player, and are not considered a direct attack or a challenge for a player during their turn.

Card energy

Card type

Card description

Card name

Reference illustration

Corresponding dice



Challenge Cards:

Bound it!



Luck of the Draw and Player's Choice: the player must place the piece entirely on the zone shown by the die. If they do not accomplish this on the first try, player takes their piece back and loses their turn.

Copy it!



Luck of the Draw and Player's Choice: the player must repeat the previous player's turn: same actions, same piece and same zone. Player does NOT have to make the same decisions, however, as the previous player, i.e. They do not have to choose the same player (when a You Do it! card was used) or place their piece on top of another (if performed by the player), unless it was a Stack it! challenge or a Stack it! drawn by the player.

If the previous action was Return it!, the player must take the last played piece (only one piece) and give it to its owner, even if it was themselves.

Don't look!



Luck of the Draw: the player must place the piece on the platform with their eyes closed. The player shall be blind before they hold the piece in their hand prior to placing it on the platform. The player is exempt from losing a point if and only if THEIR piece falls off the platform. If they cause other pieces to fall off (four in total), they lose the match.

Player's Choice: above rules apply although for this game mode **Don't look! is a stand-alone challenge and shall not be combined with any other challenge.** All challenges imposed prior or after the Don't look! challenge can be removed (and given back to their respective players) if attacking players decide Don't look! would be as hard or as fun as other combination of cards. Players may also decide otherwise and implement other combinations, giving back the Don't look! card to its respective player.

Double it!



Luck of the Draw and Player's Choice: player must complete their turn twice, using the same piece on the same zone, according to the roll of the dice. If the player doesn't have two of the same piece, they must choose another one from what they have available.

Pair it!



Luck of the Draw and Player's Choice: player must play two pieces like a totem, one on top of the other, at the same time. The player must roll the troop die twice to identify which of their pieces will be played together, stacked in the order they were rolled (first roll goes on the bottom). If the player doesn't have a piece from the second roll, they may choose the second piece from what they have available. After the pieces have been identified, they must be played simultaneously. Only apply one Pair it! per turn. Players may not place 4 pieces simultaneously (in the event of a Copy it! + Pair it!, where the last player also performed a Pair it!), though they may perform a Pair it! twice in a row in the case of Pair it! + Double it!



Spin it!

Luck of the Draw and Player's Choice: the player must spin the platform and play their turn while the platform is in movement.



Stack it!

Luck of the Draw and Player's Choice: the player must place their piece on top of another played piece on the platform on the respective rolled zone. If there are no pieces on the rolled zone (and there are played pieces on the platform), player must roll one more time to see if they get a zone with available pieces. If the player has not rolled a zone with pieces on it by the second roll, player can stack it on whichever piece they like.

Players may elect to Stack it! on their turn without the need of a card. If successful, this grants additional points. (See scoring section on page 7 for more).



Teleport it!

Luck of the Draw and Player's Choice: Player must only roll the zone die to take a played piece from the platform from the indicated zone on the first roll of the zone die (extraction) and place it on a second rolled zone (destination). Player must use a piece that has already been played and may not add a new piece to the board. The player may choose which piece to teleport if there are options on the extraction zone. If there are no pieces to take from the zone, roll again. If there are still no pieces on the rolled zones, player may freely choose a piece to teleport from the platform, then roll the die to obtain the destination zone.

If the player, during their turn, fails in their attempt to place the teleported piece on the platform, the player must act as if the teleported piece belonged to them and should keep it.

This challenge always grants a skip gem.



With chopsticks!

Luck of the Draw and Player's Choice: the player must use the chopsticks to place their piece on the platform. Players cannot use both hands.

Defense Cards:

Guardian



Luck of the Draw: the Guardian allows a player to avoid performing an action from an undesirable drawn card, an undesirable roll, or to avoid any challenges from other players. This card can be used at any time, and it is a one-time use only. This card can be used immediately or can be kept for later use. If the player chooses to play it immediately they can select any piece and place it in whichever zone they like, the card must then be discarded. If the player decides to keep it, then they must draw another card and perform that action for their turn.

Player's Choice: The Guardian makes you immune to all challenges (including the die roll) allowing you to play your turn freely. You can play any piece you have anywhere on the platform. Use it wisely though, as it is a one-time use only and you only get it back for the next match.



You do it!

Luck of the Draw: you decide which player plays your turn and your piece on the respective rolled zone. The other player cannot purposefully lose the turn. If that player uses a Guardian card, the action goes back to you. You then can perform the action or defend yourself.

If the player's attempt to place the piece on the platform is not successful, he or she keeps the piece as if it was one of their own.

Player's Choice: you can use this card at any time to force a player to play any other player's turn, not just your own, using the active player's pieces. During a desired turn, simply state that you wish to use this card and name the player of your choosing who must perform the current turn and actions.

If that player defends themselves with another You Do it!, they may bounce the command and choose any player to perform the current turn and actions, including you.

If the original player is chosen, their You Do it! card is null, and they must then perform the action, use another You Do it! or use their Guardian card. Once a player has chosen another to take their place, it becomes their turn and they may not play any cards to try and make it easier for them, even if they have not issued a challenge for that turn. They may only defend themselves with a Guardian or a You Do it!

Luck of the Draw and Player's Choice

(NOTE): if the appointed player chooses to stack the piece(s) voluntarily, he or she receives the extra points, not the original player.

Event cards:



Keep this!

Luck of the Draw: take any piece you like from the platform and give it to any player (color is not a factor).

Player's Choice: Players may not issue a challenge card on top of this event card. Upon use, take any piece you like and give to any player you like (color is not a factor).

The action of this card is performed by the issuing player and is not combined with any other cards.



Return it!

Luck of the Draw: remove and return the last played piece to their respective player.

Player's Choice: you can use this card after a target player has placed their piece if you have not already issued a card for the turn. You must remove and return the last played piece to their respective player. If last player action was Pair it! – return only one.

The action of this card is performed by the issuing player and is not combined with any other cards.



There's a wildcard included in this game, the Anti-matter card.

Anti-matter

Luck of the Draw: this card is a wildcard. If you draw it, you may choose which card you want it to be before you roll the dice. Decision cannot be taken back.

Player's Choice: Once used you can claim this card to be any card from the deck you wish it to be for your opponent, except the "Guardian".



GRAVITY WARFARE™

For video tutorials, rules in other languages, special features, FAQs, and innovative ways to play, please visit:

www.gravitywarfare.com

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Gravity Warfare™. Patent pending - Smart Iguana Games, LLC

Angularly Adjustable Balancing Device. Patent pending - Luis Machado

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