# MICROGRID
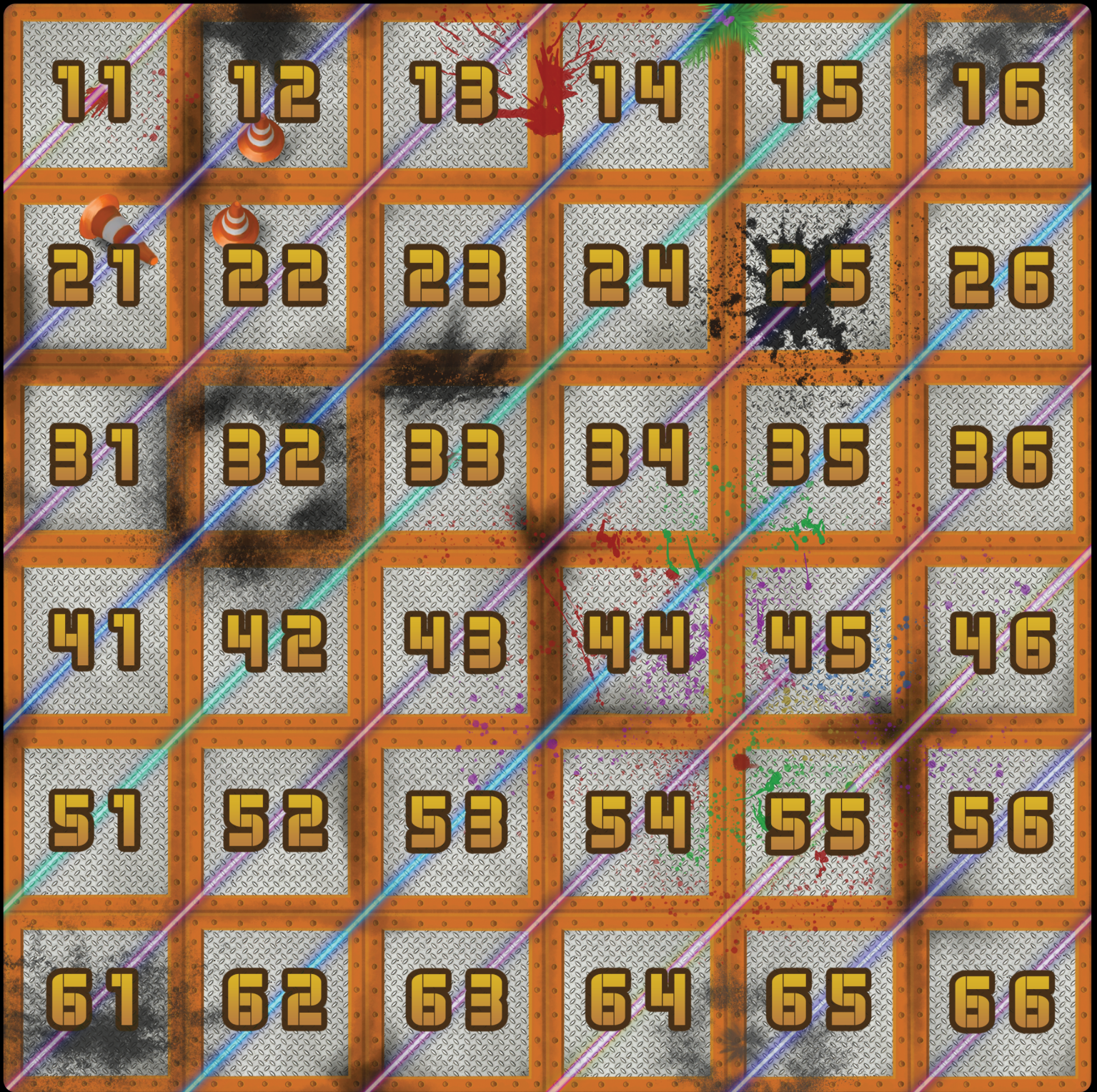
Hello there, Gridstronauts, and welcome to our satellite show! Literally, we're on a small satellite orbiting the main Grid arena, and because of local syndication we can barely afford a fraction of the equipment of the original show! I'm Gadget Interface 2X32Y3, the A.I. announcer for the game, now hosting my 4\\4st season! As our receiving communication transmitters have been broken for many millennia, we have no idea what is going on in the outside world. But we haven't been told otherwise, so the show goes on! Today, only two of you will be competing, because that's all we have a license for. The winner will receive your very own custom stock of "Fame" and "Fortune" (Subject to availability. "Fame" and "Fortune" not valid in all locations (or any locations)). The loser shall be cast into the Caves Of Humiliating Great Aunt Tales About Your Adolescence (Season 688 Reboot). All contestants receive a free Zombot plushie! (Plushie not valid in all locations.) Good luck and happy Gadgeting!

*How to Play:*

For those of you who are new to the full Gridsperience(TM), please direct yourself to *HTTPS://SPACEMOLEGAMES.COM/GADGETGRID* and familiarize yourself with the rules.

# Print out the game board, the Setup cards, and *both copies* of the Gadget cards. Do not print this page.
# You'll also need 10 coins of any type, as well as two 6-sided dice. (You'll be using 3 coins to represent yourself, so you might want to really think about whether you're a dime, peso, or eurocent type of person).
# Shuffle the Setup Cards in with 7 Gadget Cards to create your Setup deck.
# Shuffle the rest of the Gadget cards together to create the Draw Deck.
# Roll two 6-sided dice and place one card from your Setup deck face-up at each of the two coordinates rolled. Repeat until you have placed all your Setup cards.

[REMEMBER: Environment cards are never stacked with any other cards (Gorgonzilla has been eating the gadgets, so we need to keep them separated). Place the new card orthogonally adjacent to the rolled coordinate instead.]

# Replace each Zombot card with a tails-up coin, and each Player card with a heads-up stack of 3 coins.
# Play continues according to normal Gadget Grid rules (Again, available as a free download at *HTTPS://SPACEMOLEGAMES.COM/GADGETGRID*):
  - *Generate:* 2 Gadget Cards at the start of turn, rolling the two 6-sided dice.
  - *Action:*  Play a Widget card or Generate 2 more Gadget cards.
        * (Yes! We have NO DLC in this tournament today!)
  - *Move:* 3 spaces, diagonally is allowed.
  - *Attack!* with an Attack card or move a Zombot two spaces.
# Unlike normal *Gadget Grid* two-player rules, our Zombots are hand-cranked and therefore do not move automatically in this version.
# When you are hit by an Attack, remove one of the coins from your stack.
# Play continues until one player's stack is gone. Congratulations, other player! You win the Microgrid!
# Winner, go to *HTTPS://SPACEMOLEGAMES.COM/GADGETGRID* to order your copy of the full game for the complete Gridsperience(TM)! Loser, you'll have to order your copy from the Cave Of Great Aunt Tales!

# MICROGRID
### BY SPACEMOLE GAMES

| | | | | | |
|---|---|---|---|---|---|
| 11 | 12 | 13 | 14 | 15 | 16 |
| 21 | 22 | 23 | 24 | 25 | 26 |
| 31 | 32 | 33 | 34 | 35 | 36 |
| 41 | 42 | 43 | 44 | 45 | 46 |
| 51 | 52 | 53 | 54 | 55 | 56 |
| 61 | 62 | 63 | 64 | 65 | 66 |

**SENTRIES:**
> ACTIVATED BY REMOTE CONTROL
> BLOCKS ALL LINE OF SIGHT FOR MOVEMENT AND ATTACK
> ALL ENVIRONMENT RULES APPLY

**GORGONZILLA**
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT

**ACID FOUNTAIN**
DAMAGES ALL NON-ADJACENT WITHIN A 5 BY 5 GRID

**ENVIRONMENTS:**
> NO GADGET CARDS CAN BE PLACED ON THEM
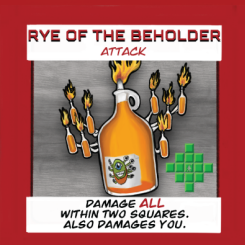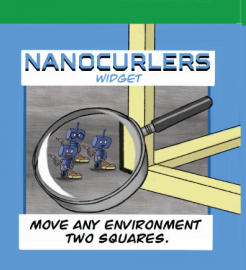> PLACE CARDS ADJACENT TO THEM, IN ANY DIRECTION
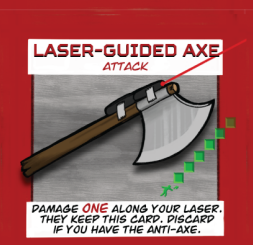
**PORTALS**
> ALL PORTALS ARE ADJACENT FOR MOVEMENT AND ATTACK
> ACTIVE PLAYER MAY ALWAYS CHOOSE TO USE OR IGNORE PORTALS

**4D PRINTER**
> LIVING CHARACTERS ON ITS SQUARE DRAW ONE FREE GADGET CARD, ONCE PER TURN

**RUBBLE**
> BLOCKS ALL LINE OF SIGHT FOR MOVEMENT AND ATTACK
> GENERALLY IN THE WAY OF THINGS

# MICROGRID BY SPACEMOLE GAMES

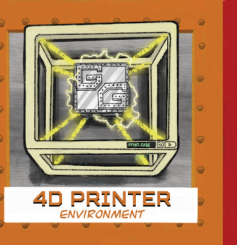| | |
|---|---|
| **GORGONZILLA** ENVIRONMENT / SENTRY | **ACID FOUNTAIN** ENVIRONMENT / SENTRY |

**PORTAL** ENVIRONMENT

**PORTAL** ENVIRONMENT

**4D PRINTER** ENVIRONMENT

**MON-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "1".

**DU-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "2".

**TRI-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "3".

**QUAD-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "4".

**PENT-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "5".

**HEX-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "6".

**LASER-GUIDED AXE** ATTACK
DAMAGE ONE ALONG YOUR LASER. THEY KEEP THIS CARD. DISCARD IF YOU HAVE THE ANTI-AXE.

**LASER-GUIDED AXE** ATTACK
DAMAGE ONE ALONG YOUR LASER. THEY KEEP THIS CARD. DISCARD IF YOU HAVE THE ANTI-AXE.

**LASER-GUIDED AXE** ATTACK
DAMAGE ONE ALONG YOUR LASER. THEY KEEP THIS CARD. DISCARD IF YOU HAVE THE ANTI-AXE.

**LASER-GUIDED AXE** ATTACK
DAMAGE ONE ALONG YOUR LASER. THEY KEEP THIS CARD. DISCARD IF YOU HAVE THE ANTI-AXE.

**RYE OF THE BEHOLDER** ATTACK
DAMAGE ALL WITHIN TWO SQUARES. ALSO DAMAGES YOU.

**RYE OF THE BEHOLDER** ATTACK
DAMAGE ALL WITHIN TWO SQUARES. ALSO DAMAGES YOU.

**A ROCK** ATTACK
DAMAGE ONE WITHIN THREE SQUARES.

**A ROCK** ATTACK
DAMAGE ONE WITHIN THREE SQUARES.

**REMOTE CONTROL** ATTACK
ACTIVATE ANY SENTRY.

**REMOTE CONTROL** ATTACK
ACTIVATE ANY SENTRY.

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ACTIVATE ANY SENTRY.

**REMOTE CONTROL** ATTACK
ACTIVATE ANY SENTRY.

**FOURTH EYE** EQUIPMENT
PREVENT ONE DAMAGE. DISCARD AFTER USE.

**FOURTH EYE** EQUIPMENT
PREVENT ONE DAMAGE. DISCARD AFTER USE.

**JET BOOTS** EQUIPMENT
ONE EXTRA MOVEMENT PER TURN.

**JET BOOTS** EQUIPMENT
ONE EXTRA MOVEMENT PER TURN.

**MIRROR UNIVERSE** WIDGET
SWAP SQUARES WITH ONE OPPONENT.

**MIRROR UNIVERSE** WIDGET
SWAP SQUARES WITH ONE OPPONENT.

**MIRROR UNIVERSE** WIDGET
SWAP SQUARES WITH ONE OPPONENT.

**NANOCURLERS** WIDGET
MOVE ANY ENVIRONMENT TWO SQUARES.

**NANOCURLERS** WIDGET
MOVE ANY ENVIRONMENT TWO SQUARES.

**NANOCURLERS** WIDGET
MOVE ANY ENVIRONMENT TWO SQUARES.

**PORTAPORTAL** WIDGET
MOVE TO ANY PORTAL.

**PORTAPORTAL** WIDGET
MOVE TO ANY PORTAL.

**PORTAPORTAL** WIDGET
MOVE TO ANY PORTAL.

## CUT OUT THESE GADGET CARDS.

# MICROGRID BY SPACEMOLE GAMES

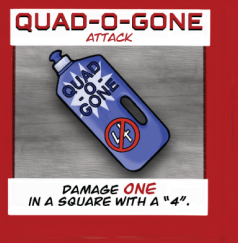| | | |
|---|---|---|
| **GORGONZILLA** ENVIRONMENT / SENTRY | **ACID FOUNTAIN** ENVIRONMENT / SENTRY | **PORTAL** ENVIRONMENT |
| **PORTAL** ENVIRONMENT | **4D PRINTER** ENVIRONMENT | **MON-O-GONE** ATTACK — DAMAGE ONE IN A SQUARE WITH A "1". |

**DU-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "2".

**TRI-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "3".
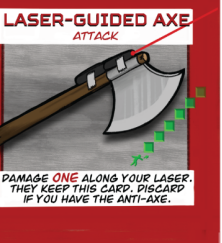
**QUAD-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "4".

**PENT-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "5".

**HEX-O-GONE** ATTACK
DAMAGE ONE IN A SQUARE WITH A "6".

**LASER-GUIDED AXE** ATTACK
DAMAGE ONE ALONG YOUR LASER. THEY KEEP THIS CARD. DISCARD IF YOU HAVE THE ANTI-AXE.

**LASER-GUIDED AXE** ATTACK
DAMAGE ONE ALONG YOUR LASER. THEY KEEP THIS CARD. DISCARD IF YOU HAVE THE ANTI-AXE.

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**RYE OF THE BEHOLDER** ATTACK
DAMAGE ALL WITHIN TWO SQUARES. ALSO DAMAGES YOU.

**RYE OF THE BEHOLDER** ATTACK
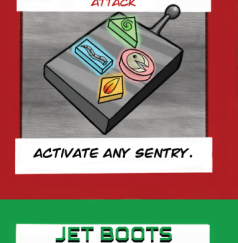DAMAGE ALL WITHIN TWO SQUARES. ALSO DAMAGES YOU.

**A ROCK** ATTACK
DAMAGE ONE WITHIN THREE SQUARES.

**A ROCK** ATTACK
DAMAGE ONE WITHIN THREE SQUARES.

**REMOTE CONTROL** ATTACK
ACTIVATE ANY SENTRY.

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**REMOTE CONTROL** ATTACK
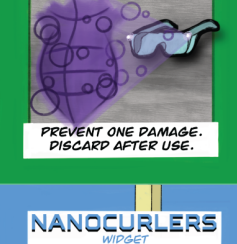ACTIVATE ANY SENTRY.

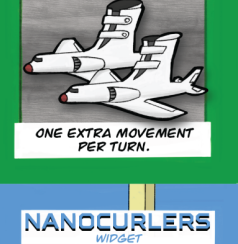**REMOTE CONTROL** ATTACK
ACTIVATE ANY SENTRY.

**FOURTH EYE** EQUIPMENT
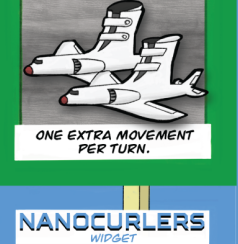PREVENT ONE DAMAGE. DISCARD AFTER USE.

**FOURTH EYE** EQUIPMENT
PREVENT ONE DAMAGE. DISCARD AFTER USE.

**JET BOOTS** EQUIPMENT
ONE EXTRA MOVEMENT PER TURN.

**JET BOOTS** EQUIPMENT
ONE EXTRA MOVEMENT PER TURN.

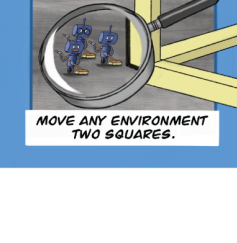**MIRROR UNIVERSE** WIDGET
SWAP SQUARES WITH ONE OPPONENT.

**MIRROR UNIVERSE** WIDGET
SWAP SQUARES WITH ONE OPPONENT.

**MIRROR UNIVERSE** WIDGET
SWAP SQUARES WITH ONE OPPONENT.

**NANOCURLERS** WIDGET
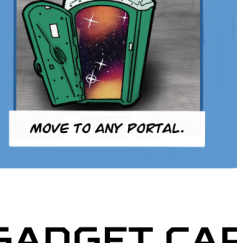MOVE ANY ENVIRONMENT TWO SQUARES.

**NANOCURLERS** WIDGET
MOVE ANY ENVIRONMENT TWO SQUARES.

**NANOCURLERS** WIDGET
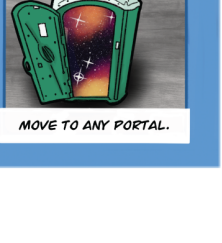MOVE ANY ENVIRONMENT TWO SQUARES.

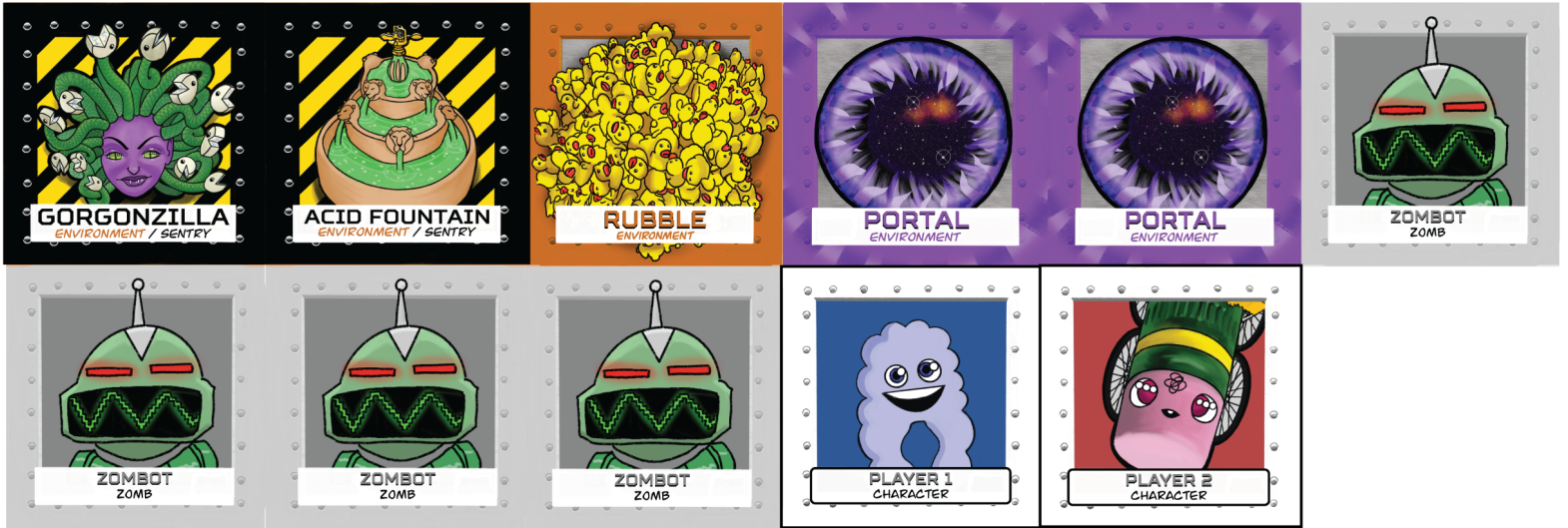**PORTAPORTAL** WIDGET
MOVE TO ANY PORTAL.

**PORTAPORTAL** WIDGET
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**PORTAPORTAL** WIDGET
MOVE TO ANY PORTAL.

## CUT OUT THESE GADGET CARDS.

# MICROGRID BY SPACEMOLE GAMES

**GORGONZILLA**
*ENVIRONMENT / SENTRY*

**ACID FOUNTAIN**
*ENVIRONMENT / SENTRY*

**RUBBLE**
*ENVIRONMENT*

**PORTAL**
*ENVIRONMENT*

**PORTAL**
*ENVIRONMENT*

**ZOMBOT**
ZOMB

**ZOMBOT**
ZOMB

**ZOMBOT**
ZOMB

**ZOMBOT**
ZOMB

**PLAYER 1**
CHARACTER

**PLAYER 2**
CHARACTER

## CUT OUT THESE CARDS.
## THESE PLUS 7 GADGET CARDS ARE YOUR SETUP DECK.