

GRIDGRIND

THE BEST CARDGAME YOU WILL PLAY TODAY

THE AIM OF THE GAME

GrindGrid is a 1 on 1 grid-based strategy card game. It's all about combinations of powerfully assembled cards.

Your cards are your shield. If you have an empty column and you're being attacked by opponent cards in this column, you **LOSE THE GAME**.

PREPARATIONS

Shuffle all playing cards into one pile. After shuffling divide the pile into two equal decks. Each player chooses a deck and shuffles it again if necessary.

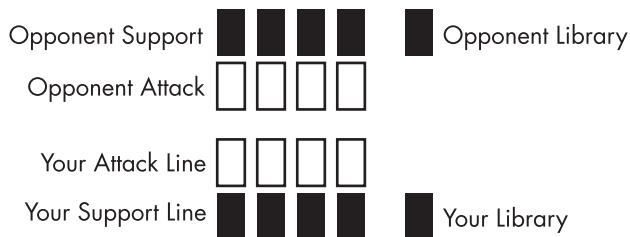
Build a 4x2 face-down card-grid in front of you and turn the upper line, called the *Attack Line*, face-up. Put the remaining cards, called the *library*, next to the grid.

Attack Line

Cards in the Attack Line can attack indicated opponent cards. Just compare the value on your card to the value on the opponent card. Cards in Attacking Line are always face up.

Support Line

Cards in the Support Line support the Attack Line. The arrows show which cards are being influenced. Just add the supporting cards value to the card in the attack row.



CARDS

Each card is divided in 2 parts.

- A section with *Influence Arrows*
- A certain number/value

Influence Arrows

The Influence Arrows indicate
a) the legal attack targets and
b) the cards being supported

Value

This is the actual strength of the card.



HOW THE GAME IS PLAYED

You can always peek at your Support Line.

Prepare the grid and decide who begins the game. The game is divided in 4 phases. The starting player starts with his **1. Phase (Attack)** and declares his attacking cards. The attacking cards are only able to attack the cards being pointed at by his *Influence Arrows*. A card can only be attacked by one single card.

The defending player then chooses, in the **2. Phase (Defend)** which supporting card he wants to flip over. (*Now you could use a **Mighty Card No. 1** immediately. see below*)

Now you add up all of your interacting cards, supporting each other and **3. Phase (Compare)** the total with your opponent's total. If the totals are the same, the attacking player beats the defending card. Put your defeated cards on a separate discard pile.

During your **4. Phase (Restock)** the Attacking Line needs to be filled by the card under it (in the Support Line). The spaces in the Support Line are filled with cards from your deck. Fill them beginning from the right side. Your opponent starts his turn.

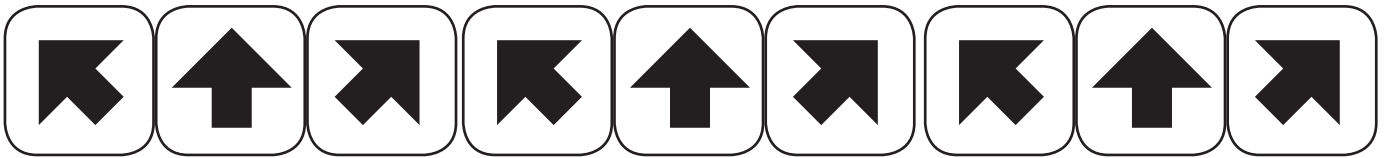
When placing your last support card you may look at the card and chose where to place it in the Support Line.

If whole your **whole Attack Line has been destroyed** you can flip over one card in your supporting line, after restocking your grid.

THE MIGHTY CARD NO. 1

You can sacrifice the **Mighty Card No. 1**, at any time, if it is face-up, to destroy any one of your opponent's cards.

You can use it to protect an defending card from dying, after your opponent declared his attackers.

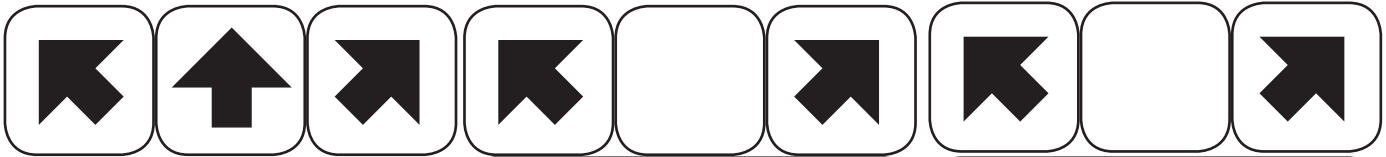


1

Destroy any one of the opponents cards, then put this card on the discard pile

2

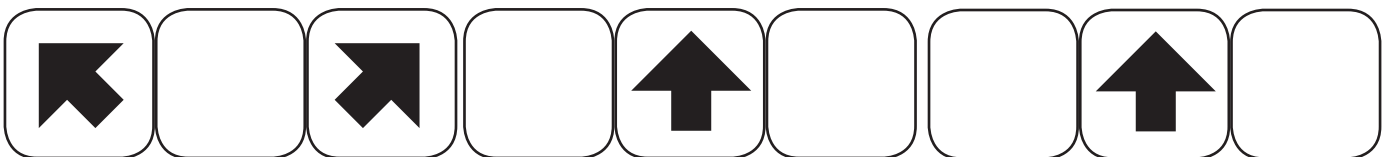
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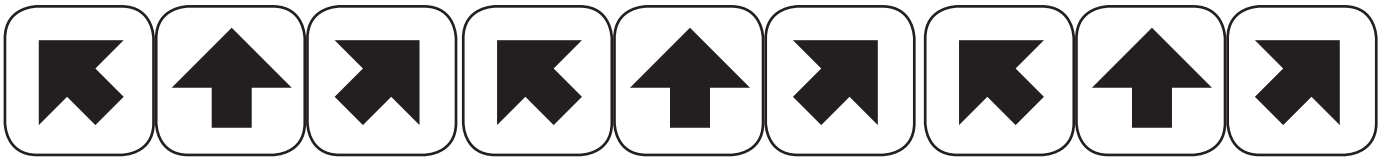
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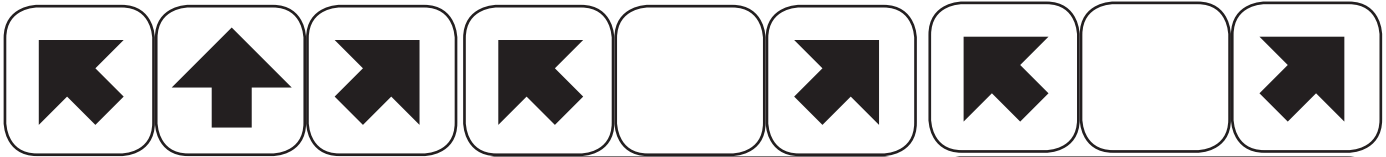


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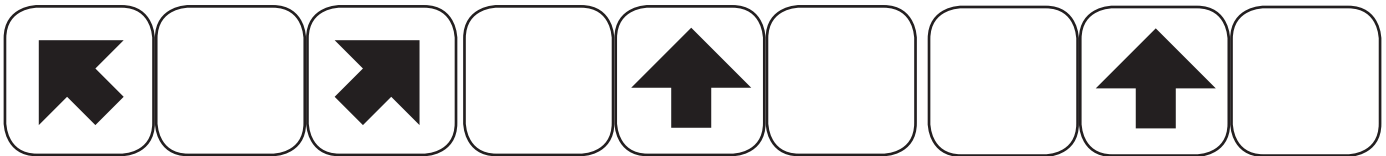
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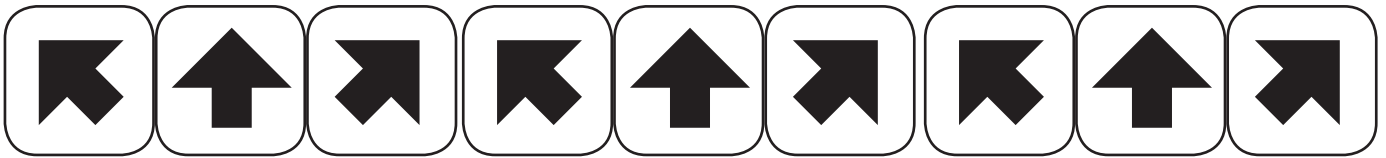
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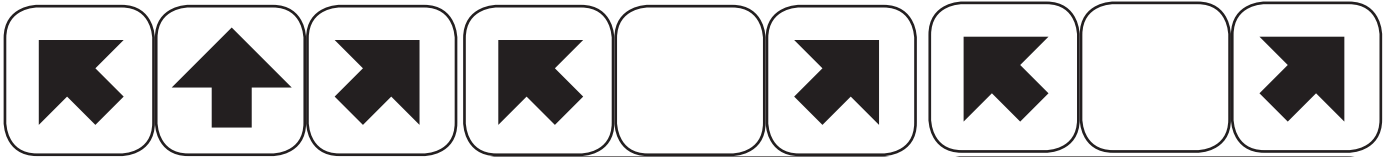


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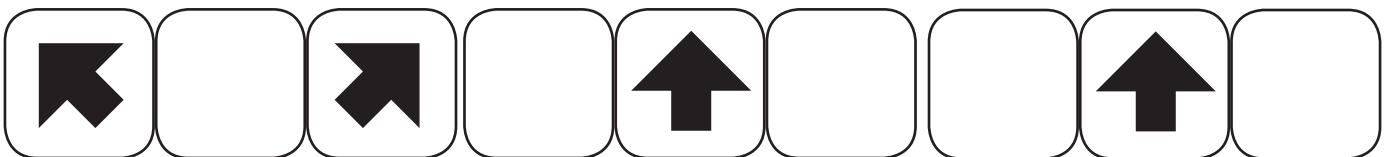
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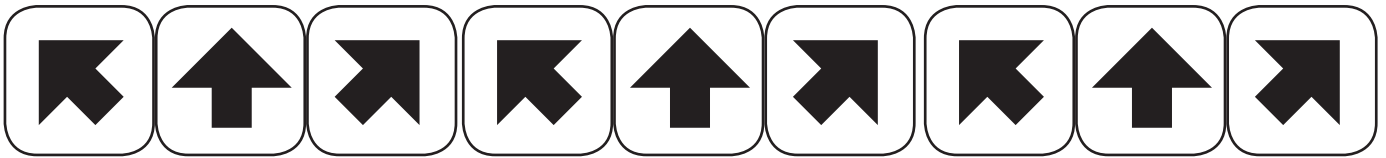
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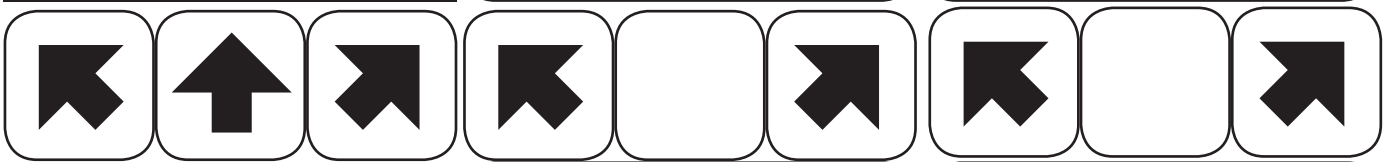


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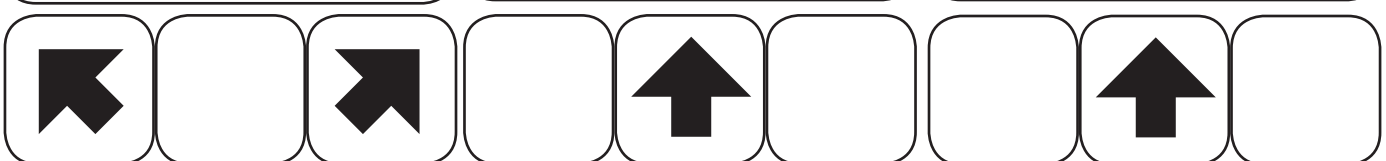
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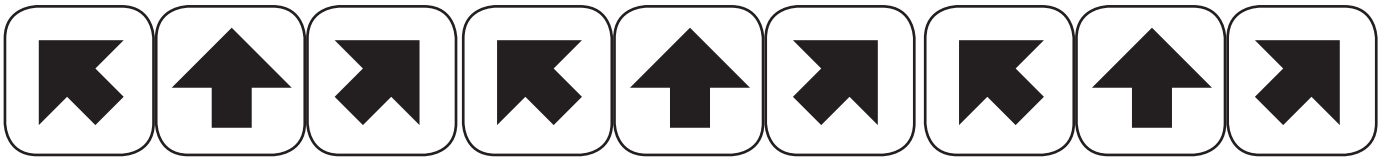
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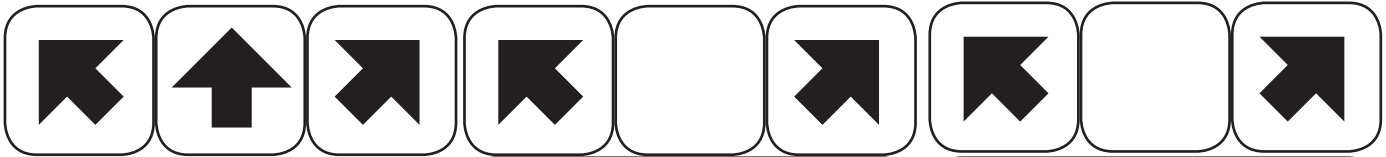
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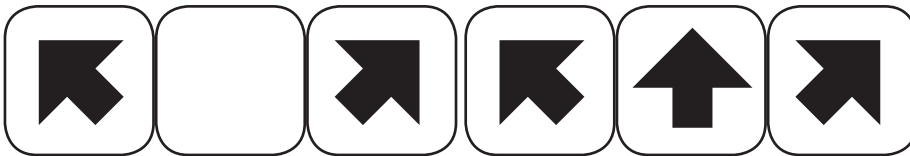
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