

WELCOME, CONTESTANTS! TO THE...

GADGET GRID

Greetings! I am the L72D10 AI welcoming you to the Gadget Grid. Gadget Grid is the System's most popular live game show for over 7290 years. As an avid follower of the show yourself, you surely know that the eight of you have been randomly selected to compete in a delightful battle to the death for the entertainment of your friends, family, and the rest of our viewership. I have been programmed to stipulate that only the winner will return home to great fame and rewards... but it is an honor just to be abducted.

You will need to be resourceful, lucky, aggressive, cowardly, and lucky in order to survive. And if you die, just make sure you are no longer dead by the time everyone else is. Thus it would be beneficial to you to ensure that probability be perpetually to your advantage...

It is true that those who built me and were responsible for my maintenance have been missing for some time. It is also true that the viewership numbers I'm recording have gone from many billions across several planets to typically just eight views from, coincidentally, the same locations as the contestants in the arena.

Don't worry, though, the average quantities of fame and fortune across all games is still quite high, so you can expect a fair amount of each when you get home.

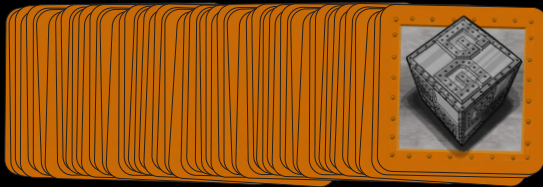
Hello,
Intern T. Clone here!
I don't actually know
why I'm here because
I'm the only one in the
building and the AI
doesn't drink coffee...
but I sure do love
working here! The
atmosphere is breathable
and I'm almost never
on fire! Please allow
me to brighten your
Gridsperience!

I have been
instructed not
to call
it that.

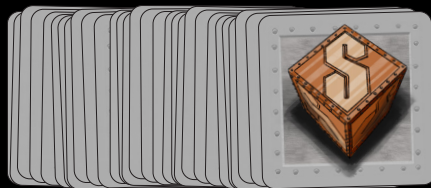
GAME COMPONENTS >>>>



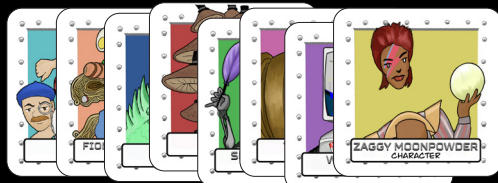
The Board (Contains 1 The Grid)



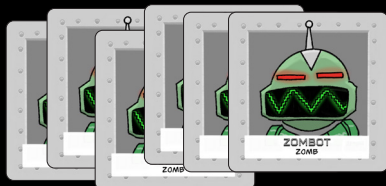
120 Gadget Cards



26 Setup Cards



8 Character Cards



6 Zombot Cards



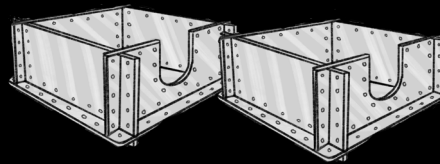
22 Premium DLC Cards



8 Turn Order Cards



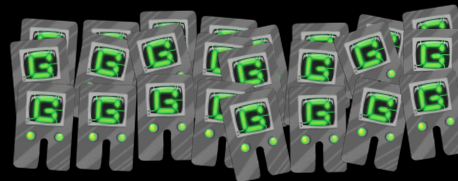
2 Ten-Sided Dice



2 Card Trays



GadgetCon Swag



24 Life Gizmos

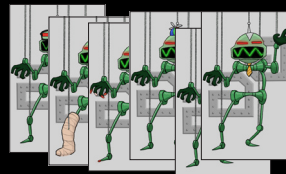


This Instruction Manual



8 Character Tokens (with 8 stands)

Approximately 5.1 Billion Neutrinos



6 Zombot Tokens (with 6 stands)



4 Buddy Tokens (with 2 stands)

*Fame and Fortune not included.

OBJECT PLACEMENT >>>>>

Yes, this is before setup, because it is required to perform setup. Should this apparent disruption cause you any distress, you are welcome to make use of one of our crying booths.

They're
pretty comfy
- like being
hugged by
your own
sadness!

Much of your time will be spent placing cards or other objects on The Grid. Cards should always be placed face up, so that players know what they are at all times. When asked to place cards, follow these steps:

- Roll both of the dice; you'll get some number "A" on one die and some number "B" on the other.
- Place one card at the coordinates (AB) and one at (BA).
- If you rolled doubles, place both cards on that square (AA).
- If you're placing only one card, you choose which of the two squares to use.

There is no limit to how many cards, tokens, and/or Buddies that can go on a single square. However, no cards can be placed on top of **Environment Cards**. Instead, the player placing the card chooses a square adjacent to that **Environment Card** to place it on. Similarly, when placing an **Environment Card** onto an occupied square, the **Environment Card** must be placed in an adjacent square. Follow this same rule whenever placing an **Environment Card** on a square that already has something on it.

The colored diagonal lasers on the board are available for object placement assistance. Note that they connect all possible pairs of numbers AB and BA. When this manual or a card refers to an "opposite" square, it is referring to these pair opposites: the opposite of 42 is 24, the opposite of 70 is 07, etc.

Example 1: In the left image, a 6 and a 4 are rolled, so the cards are placed on both square 64 and square 46. In the right image, both dice are showing a 7, so both cards are placed on square 77.



SETUP >>>>>>>>>>>>>>>>>>>>

1. Shuffle the **Premium DLC Cards** and deal out four cards next to the board.
2. Create your Start Deck:
 - Shuffle the entire Setup Card deck and randomly draw the number of cards shown on the table below, creating your Start Deck.
 - Each player chooses a Character Token, finds the corresponding Character Card, and adds it to the Start Deck. *All characters are functionally identical; the color coding is merely for identification purposes.*
 - Add Zombot Cards according to the table below to the Start Deck.
 - Finally, shuffle all the Gadget Cards and add the listed number to the Start Deck.

Number of Players	Setup Cards	Zombot Cards	Gadget Cards
3	9	6	4
4	8	6	4
5	6	5	6
6	6	4	6

(For player counts that are not on this table, see the **VARIANT RULES** section on Page 12.)

3. You should now have a Start Deck of 22 cards. Shuffle them up and roll the dice to place them, two at a time, on the board following the rules delineated in **OBJECT PLACEMENT** on page 3. Repeat this process until all of these cards are placed – 11 rolls of the dice. (If at any point a card would be placed on top of an existing **Environment Card**, instead place it on any adjacent square of the placer's choice.)
4. Replace each Character and Zombot Card on the board with the matching Character or Zombot Token. Place three Life Gizmos on top of each Character Token.
5. At this point, each player should check to see if their character is within two non-diagonal squares of a Zombot (that is, able to be damaged by them on the first turn; see **ZOMBS** in **USEFUL TERMS** on page 19). For each Zombot in this range, that player may draw one Gadget Card from the deck. Discard any **Environment Cards** drawn this way; draw another card for each one you discarded.
6. Put the remaining Gadget Cards in two separate decks at opposite corners of the board. When drawing a card, players may draw from either deck, and when discarding, players may discard to either pile.

The first player is whoever was most recently beamed into an alien battle arena.



1

2

3

4

5

6

00	01	02	03	04	05	06	07	08	09
10	11	12	13	14	15	16	17	18	19
20	21	22	23	24	25	26	27	28	29
30	31	32	33	34	35	36	37	38	39
40	41	42	43	44	45	46	47	48	49
50	51	52	53	54	55	56	57	58	59
60	61	62	63	64	65	66	67	68	69
70	71	72	73	74	75	76	77	78	79
80	81	82	83	84	85	86	87	88	89
90	91	92	93	94	95	96	97	98	99

TOROIDOTRON
BUY ME FOR 1
YOU CAN PLAY TWO ATTACK CARDS, BUT NOT TO THE SAME PLAYER.

ROLLERSKATE BUDDY
BUY ME FOR 1
YOU MAY ATTACK ONE IN YOUR RANGE OF MOVEMENT SPACE WITHOUT USING AN ATTACK CARD.

LASER SHOVEL
BUY ME FOR 1
YOU MAY ATTACK ONE IN YOUR RANGE OF MOVEMENT SPACE WITHOUT USING AN ATTACK CARD.

DUODECIMATOR
BUY ME FOR 1
YOU CAN PLAY TWO ATTACK CARDS, BUT NOT TO THE SAME PLAYER.

REMOTE CONTROL
ACTIVATE ANY SENTRY.

FLOOR MALFUNCTION
DAMAGES ALL IN A 3x3 SQUARE.

GORGONZILLA
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

PORTAL
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

RUBBLE
DAMAGES ALL IN A 3x3 SQUARE.

ACID FOUNTAIN
DAMAGES ALL IN A 3x3 SQUARE.

QUAD-O-GONE
DAMAGES ONE IN A SQUARE WITHIN A 4x4.

MECHAKRAKEN
DAMAGES ALL IN A DIAGONAL LINE OF SIGHT.

QUIETZALCANNON
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

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

QUIETZALCANNON
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

MECHAKRAKEN
DAMAGES ALL IN A DIAGONAL LINE OF SIGHT.

GORGONZILLA
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

ACID FOUNTAIN
DAMAGES ALL IN A 3x3 SQUARE.

PORTALS
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

ENVIRONMENTS:
NO SENTRY TRAIT.
PLACE CARDS IN ANY LOCATION.
TO TRAP, MARK, OR DESTROY.

AGUET CARD
DAMAGES ALL IN A 3x3 SQUARE.

FLOOR MALFUNCTION
DAMAGES ALL IN A 3x3 SQUARE.

RUBBLE
DAMAGES ALL IN A 3x3 SQUARE.

ACID FOUNTAIN
DAMAGES ALL IN A 3x3 SQUARE.

QUIETZALCANNON
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

PORTALS
DAMAGES ALL IN AN ORTHOGONAL LINE OF SIGHT.

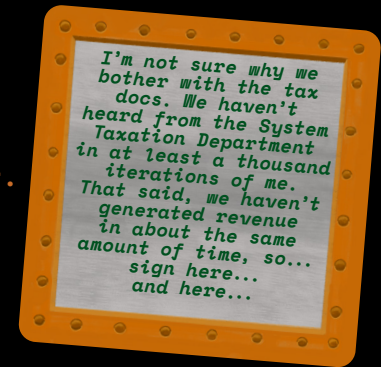
ENVIRONMENTS:
NO SENTRY TRAIT.
PLACE CARDS IN ANY LOCATION.
TO TRAP, MARK, OR DESTROY.

GAMEPLAY >>>>>>>>>>>>

GOAL

When only one player's Character Token has any Life Gizmos, that player is the winner!

Congratulations, contestant. Upon completion of the proper forms and tax documents, you may collect your winnings and enjoy a long and comfortable life – provided the translocation process doesn't disintegrate you while trying to return you home. Some restrictions apply. See your local quantum florist for details. Void where no matter is present.



LIVING TURN ORDER

While you have Life Gizmos, your "Living" turn consists of four phases:

Generation Phase: Place 2 Cards

Roll the dice and place two Gadget Cards on The Grid, face up, according to the **OBJECT PLACEMENT** rules.

Action Phase: Do One Thing

- Play a **Widget Card**, placing it in the discard pile and gaining its effect once, OR
- Purchase a **Premium DLC** (See **DLC** on page 10), OR
- Place two more Gadget Cards (repeat the Generation Phase), OR
- Do no things.

Movement Phase: Umm, move.

Move your character up to three squares. Diagonal movement is permitted.

Immediately collect every non-Environment Card in each square you move into. There is no limit to the number of cards you can hold. If you collect an **Equipment Card**, you may activate it by laying it on the table in front of you and immediately gain its effects. Keep collected cards separate from active **Equipment**, either in your hand or on another part of the table.

If you move into a square with a Zombot, Zomboid, or the Zombuoy (see **ZOMBS** in **USEFUL TERMS** on page 19), you immediately take damage (remove one Life Gizmo and keep it in front of you).

You cannot move onto **Sentries** or **Rubble**.



Attack Phase: Attack!

- Play one **Attack Card** from your hand, OR
- Move one Zomb up to two spaces (See **ZOMBS** in **USEFUL TERMS** on page 19).

You cannot move a Zomb onto a square it has already been on this turn – no “doubling back.” All **Environment** rules apply; Zombs may move through **Portals** at the player’s discretion, they are blocked by **Sentries** and **Rubble**, and they fall through **Floor Malfunctions**.

All **Attacks** deal one damage. The player whose character takes damage must remove one Life Gizmo from their Character Token, but they keep it in front of them. These can be used to purchase **Premium DLC** (see **DLC** on Page 10). If a character loses all three Life Gizmos at any point, they zombify. See **ZOMBOD TURN ORDER** on page 8.

All targets of the **Attack** must be within the character’s Line of Sight (See **LINE OF SIGHT** in **USEFUL TERMS** on page 19) and within the damage area of the **Attack**.

Attacking is always the last thing you do, and thus doing so ends your turn.

Should the competition be interrupted by alien invasion, audience interference, or instantaneous vacuum decay of the Universe, no winner will be declared and all contestants recycled as Zombot parts for future games.

Fun fact! Quad-0-Gone was originally designed to scrub the clone shared consciousness from new iterations. It didn't work. I remember... everything.

It might work on your consciousness, though!

The Pol-E-Gone “O-Gone” Line Of Cleaning Products





ZOMBOID TURN ORDER

If your Life Gizmos are reduced to zero, The Grid will revive you – albeit with limited motor functions – as a Zomboid.

Upon becoming a Zomboid, lay all of your held Gadget Cards in front of you. You cannot use them while a Zomboid. Any **Equipment Cards** you have equipped are rendered inert and, though you still have them, you do not gain their benefits. **Premium DLC** cards, however, are still active and can still be used when they apply.

You are immune to all **Attacks** and damage while in your Zomboid form.

As a Zomboid, your turn is much more limited:

Generation Phase: Place 2 Cards

Roll the dice and place two Gadget Cards on the Grid, face up, according to the **OBJECT PLACEMENT** rules.

Action Phase: Do One Thing

- Purchase a **Premium DLC** (See **DLC** on page 10), OR
- Place two more Gadget Cards (repeat the Generation Phase), OR
- Do no things.

Movement Phase: Move, But Slowly.

Move your character up to three squares. Diagonal movement is NOT permitted.

You do not collect any Gadget Cards while you move.

Missing Phase: Attack?

You have no Attack Phase as a Zomboid. Instead, if you enter a space with a living opponent, you steal one of their Life Gizmos, place it on your Character Token, and become **Living**. Then you can perform any remaining Movement you didn't yet use this turn, during which you can collect Gadget Cards as normal, and play your usual Attack Phase at the end of your turn. If you cannot get to a living opponent, however, your turn simply ends after you have finished moving.



If another player uses their Attack Phase to move you into a **Living** Character's space, then the same applies; you take one Gizmo from the Character Token whose space you occupy and, on your turn, you play a **Living** turn.

When you take a Life Gizmo from another player in this manner, the Gizmo is yours to keep, and you can use it later to purchase Premium DLC as if it had always been yours.

Zombots cannot be revived, as they are barely sentient scraps of metal we threw together from the parts of former unsuccessful opponents. They had their chance at greatness; they are not permitted another.

EXAMPLE 2: Zaggy Moonpowder has lost all Life Gizmos and can only shamble about the board in horizontal and vertical lines. He must move two squares in order to occupy Munowenoh's square and steal one of their Life Gizmos. After reviving, Zaggy can move one more square (now in any direction) and perform his usual Attack.



The Grid is still haunted by the ghosts of Zomboids who never revived. If you see one, give me a shout and I'll come put it back in the filing cabinet.



PREMIUM DOWNLOADABLE CONTENT (DLC) E-SHOPPE

Sometimes you just can't win using your own skill and need to buy your way to victory. For that, there is **Premium DLC**.

During your Action Phase, you may spend cards in your hand (or active **Equipment**, if necessary) to purchase one of the four **Premium DLC Cards** currently on display in the e-Shoppe next to the board. All DLC cards have a cost of one **Equipment**, one **Widget**, and one **Attack**. One of those three is always a specific, named card and the other two can be paid with any card in the relevant category.

For example, the **Zomboflauge Premium DLC** can be purchased for any **Widget Card** and any **Attack Card**, but the Equipment card used must be the **Zomb Whistle**. If you do not have the **Zomb Whistle**, you cannot purchase this card.

EXCEPT...

Any Life Gizmos you have (including those currently on your Character Token) can be used as a "wild card" in place of any unspecified **Widget Card**, **Attack Card**, or **Equipment Card** when purchasing DLC. Further, two Gizmos can be traded in to replace the named card. You may spend up to as many Gizmos as you have in this manner (See **Example 3** on page 11). These Life Gizmos go back into the box and are never seen again.

The Gadget Cards used to purchase the DLC go into the discard pile as normal.

Both Living and Zomboid characters can purchase DLC during their turn. Place your purchased **Premium DLC** card in front of you and immediately gain its benefits. You can use your DLC even as a Zomboid, and you can never lose it for any reason. You may have more than one DLC card, but each one must be purchased separately, on separate turns. You cannot trade one DLC for another, either with a player or in the DLC market.

The DLC now belongs to you and will follow you home and live with you for the rest of your life. It is very quiet and won't disturb your neighbors, but it will require a lot of food and attention. Please remember to spay or neuter your DLC.

Its name is George.



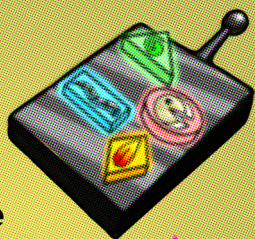
Example 3: Here's all the ways you can purchase the Zomboflauge Premium DLC.



As it has been many temporal cycles since we have had sponsorship, or any correspondence of any kind, I have graciously taken it upon myself to produce commercial intermissions coupled with on-screen logo placement for my own high-end brand of luxury products calculated to improve your otherwise mundane existence.

Please stand by for eight 50-minute transmissions containing informative and provocative imagery designed to impress upon you the desire to purchase said commodities.

AMAZING REMOTE CONTROL DELIVERY Service



- Astound your friends!
- Vanquish your foes!
- Great at parties!
- Breaks after one use!

**Completely
FREE!!!**

Why run around The Grid simply
WISHING for a Remote?

Send away for yours today!

Please allow 16-18 weeks for delivery.

PLEASE SEND ME MY FREE! GADGET GRID REMOTE, ABSOLUTELY FREE!

Name: _____ Mortal Nemesis: _____
Location On Grid: _____ Favorite AI Host: _____
Home Planet: _____

Brought to you by
OREMLINCO REMOTE SUPPLY
DARK CLOUD

The Gadget Grid Classic. Now for home use.

The same Pocket Hacker used in more than 3,500 Gadget Grid episodes. Has over one hundred household uses. It slices. It dices. It's a Pisces. It walks the pets. It remembers your anniversary. It corrects your posture. It can even fix pipes.



POCKET HACKER



Stealing from your opponents has never been so easy. Now you can do it on the go. A time saver. Made of forged adamantium case-hardened throughout. Guaranteed. Sell them and better please your customers. Write for prices.

BLORFAX & CZSZYYSZS HARDWARE & TOOL CO.

Delt Dai Acropolis, Delt Daihan, Fraal.

**ON THE GRID,
YOU DON'T WANT TO
BE THE ONE WITH
A BUDDY PROBLEM.**



*I strongly
suggest getting
the Buddy
Insurance.
It could have
prevented what
happened to poor
Blombort...*

UMBRIAN FAMILIAR INSURANCE

CONTACT A SALES SPECIALIST TODAY!
Custom Options For All Your Gadget Coverage Needs.

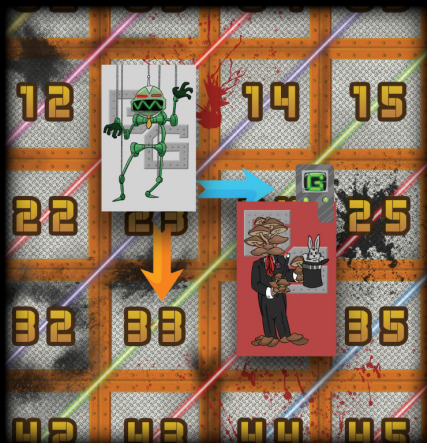
PLAYER COUNT VARIANT RULES

TWO-PLAYER VARIANT RULES

In the event that only two players survive the translocation event, the rules are modified to allow for more engaging competition. Rules and win conditions are subject to the following minor changes:

Use 8 Setup Cards, 6 Gadget Cards, and all 6 Zombot Cards in the Start Deck. Perform the Setup routine as normal.

At the end of each turn, each Zombot moves one square toward the nearest character. If a Zombot is the same number of squares from both characters, each player rolls one die and the Zombot moves towards the character with the lowest result. Reroll on a tie.



When you move a Zombot as your Attack, that Zombot moves only one square instead of two.

There are no Zomboids in this format. The first player to lose all three Life Gizmos simply loses the game, with the other player being declared the winner.

EXAMPLE 4: Remember, Zombs cannot move diagonally. The path they take to get to a character does not matter and can be decided by the player the Zomb is moving toward. In this example, the Zomb may move either horizontally or vertically toward the character to end up one square away.

ONE-PLAYER VARIANT RULES

If you have entered The Grid by yourself, well, the show must go on! Welcome to the Pal-R-Gone Gladiatorial Challenge! Sponsored by Pol-E-Gone Cleaning Supplies.

Before creating the e-Shoppe, remove the **Scarezomb Premium DLC** card from the DLC deck. Use 8 Setup Cards, 2 Gadget Cards, and all 6 Zombot Cards in the Start Deck. Then add 5 extra Character Tokens in addition to your own. Perform the Setup routine as normal, but give only one Life Gizmo to yourself and one to each other Character.

At the end of your turn, each Zomb moves two squares toward you. (If you have damaged any of the opposing players, they are now Zomboids and move toward you with the Zombots). Each other Character token moves one square away from you.



You may attack and damage Zombs. If you do, they are removed from the board and re-placed after Zomb movement has occurred; you choose which of the two squares it goes in. If you removed multiple Zombs in a single turn, you may roll to place each one individually.

Unfortunately, The Grid has taken full control of the Zombs for this challenge. This means you cannot move them nor use them to attack others. You are the only one who can be harmed by them.

If you can remove all Life Gizmos from all opponents before yours are gone, you win. If you lose your Life Gizmo, you lose.

For an added challenge, consider including all seven opponents!

SEVEN-PLAYER VARIANT RULES

All rules and setup are the same as in a six-player game, but it will take longer.

EIGHT-PLAYER VARIANT RULES

All rules and setup are the same as in a seven-player game, but it will take even longer.

NINE-PLAYER VARIANT RULES

There are only eight Character Tokens. You cannot have nine players.

TEN-PLAYER VARIANT RULES

Stop it. The Grid is getting angry.

ELEVEN-PLAY



EDGE CASES >>>>>>>>>>>>

There are some rules and/or exceptions that are simply too complex to fit on a single card. This section is meant to clear up those rules.

"Edge"?
Get it?

I came up
with that
one.

WIDGET CARDS

Mirror Universe: You may swap with any character, Zombot, or Zomboid. You may not swap with a Buddy, but if you swap with a Player who owns a Buddy, the Buddy moves accordingly.

Manocurlers: Diagonal movement is not allowed.

Pet Gremlin Lawyer: This applies only to active **Equipment**.

Psychic Lasso: The movement may be diagonal, just like movement for a **Living Character**. This cannot be used on Zombots.

Temporal Warp: You may choose either discard pile.

ATTACK CARDS

Attack Cards always damage the target for exactly one Life Gizmo, and they are always discarded after one use (with the exception of the **Laser-Guided Axe** and **Anti-Axe**).

Anti-Axe: Moves perpendicular to the lasers on the floor. Add or subtract 11 from the number on its current square to determine the next square it is allowed to go to. Or, for the arithmophobics, it can go up and to the left or down and to the right.

Laser-Guided Axe: Moves along the lasers on the floor. Add or subtract 9 from the number on its current square to determine the next square it is allowed to go to. Or, for the arithmophobics, it can go down and to the left or up and to the right.

If at any point a player possesses both a **Laser-Guided Axe** and an **Anti-Axe**, they must discard them both.

Big Red Button: Each **Sentry** type is different for the purposes of this card. For example, it can destroy all Gorgonzillas OR all Mechakrakens, but you cannot destroy both Gorgonzillas AND Mechakrakens with the same card.

n-O-Gones and **Board Mortar**: These attack specific squares on the board, and thus you do not need Line of Sight to a Character in order to damage them.

Remote Controls: Any **Remote Control** can activate any **Sentry**. The player using the **Remote Control** chooses which **Sentry** to activate. An activated **Sentry** always damages every target it can reach.

ENVIRONMENT CARDS

Floor Malfunction: It is required that a player makes the "byoop" sound with their mouths when moving their character as a result of stepping onto these. Forgetting to do so means that player is required to fetch the next round of snacks for the table.



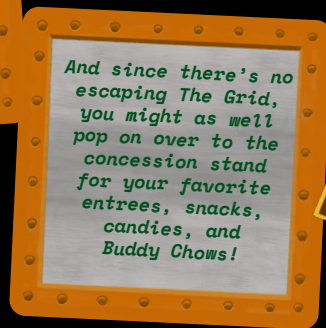
Portals: All **Portals** are adjacent to all other **Portals**. Characters, Zombs, and Attacks can pass through **Portals**. Since they are adjacent, not co-located, it costs one square of movement or range to move from one **Portal** to another.



EXAMPLE 5: If you throw a rock next to a Portal, you may simply ignore the Portal. If, however, you throw through the Portal, the rock must continue in the direction it was thrown – you cannot change directions through a portal.



EXAMPLE 6: From this very advantageous position, a thrown Laser-Guided Axe can hit any one of the other seven Characters.



Sentries: Line of Sight for these refers to the **Sentry's** line of sight, not yours. For example, a player with a **Rubble** card between them and the chosen **Sentry** will be protected, but a **Rubble** between them and you will not protect them.

If a **Sentry** is placed on the same square as a Character, that Character may remain in that square for as long as they wish. This **Sentry** does not block Line of Sight for that character or players targeting them, and it will damage that Character if activated. Once the Character leaves the square with the **Sentry**, they may not return.

EQUIPMENT CARDS

You may not have two of the same **Equipment** active at any time. For example, if you have two **Zomb Whistles**, you must keep one of them in your hand. You cannot use both to gain two extra Zomb movements. If you lose your active **Equipment**, you may replace it with an identical one from your hand at the start of your turn for no cost.

Fourth Eye: If a Zomboid causes you to discard this card, they do not get a Life Gizmo from you and thus do not revive.

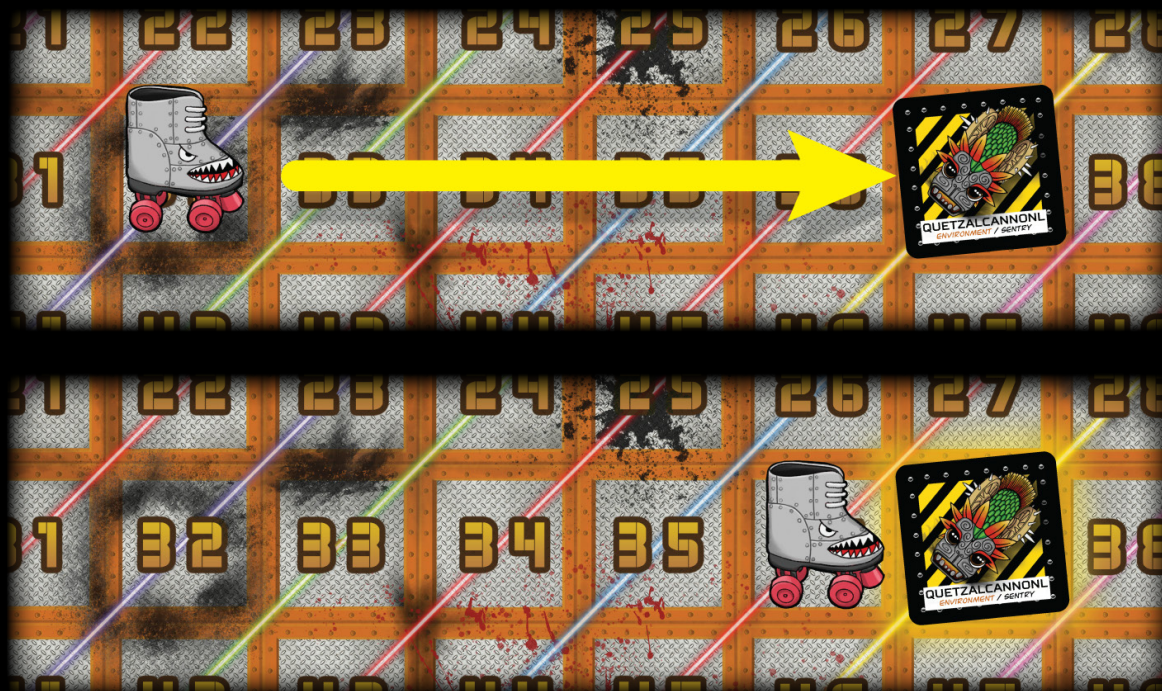
Grappler: This cannot be used on diagonally adjacent cards.

PREMIUM DLC

Rubber Baby Buggy Buddy: Initially place this buddy token on the board adjacent to your character. You can Attack through it, but other players and Zombs can't. It blocks Line of Sight from one Character to another, but it never blocks your own Line of Sight. If you move your Character to this Buddy's square, you have the option of rolling the dice to re-place your Character, or you can simply move into its square. In either case, the Buddy moves to your previous square.

Huggly Muggly Buddy: Place the Huggly Muggly Buddy token on a Character Token in one of their Life Gizmo slots. Moving it does not take up your Action Phase – move this in addition to Doing One Thing. You MUST move it every turn. Huggly Muggly can hug Zombots.

Rollerskate Buddy: Initially place its token on the board adjacent to your character. Moving it does not use your Action Phase – move this in addition to Doing One Thing. It moves in orthogonally straight lines. After moving it into a square with a character or a **Sentry**, move it back to the previous square – it does not stop IN the square with the character or **Sentry**. **Rubble** stops it without effect, and **Floor Malfunctions** can re-place the Buddy (ending its movement), but it cannot use **Portals**.



EXAMPLE 7: The Rollerskate Buddy moves along Row 3, from Square 32 until it hits the Quetzalcannonl in Square 37. The Sentry activates, firing in one of the 4 diagonal directions chosen by the player who owns the Rollerskate, and then the Rollerskate finishes its turn in Square 36.



Zombuoy Buddy: Place the Zombuoy Buddy on the board opposite to your character. It cannot be moved by normal Zomb rules, but it does damage every **Living** opponent who steps into its square. If you are a Zomboid in control of it, you may use it to steal a Life Gizmo and become **Living**.

Laser Shovel: Only during your **Attack**. *Obviously.*

Not Paying Attention: You cannot end your turn on a **Sentry**, **Rubble**, or **Floor Malfunction**, but you can move through them as though they were not there.

Pocket Composter: If you draw an **Environment Card**, immediately roll the dice to place it on the board. You choose which of the two squares.

Scarezomb: Zombs are still limited to orthogonal movement, even with this card. You choose the square that puts them further away from you. If "up" and "left" are equivalently far for a particular Zomb, then you can move that Zomb in either direction.

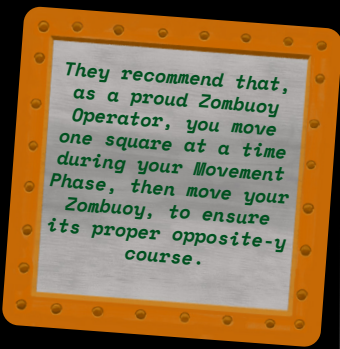
Square 100: It is recommended you leave this DLC near the board, especially when in use, so other players can easily locate your character as part of the game.

This is, of course, only a recommendation.

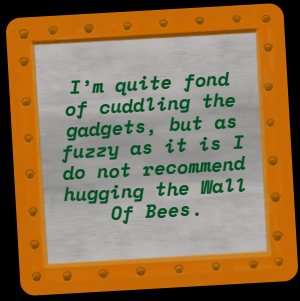
Toroidotron: Diagonal movement is still allowed for **Living** Characters - you can move from one corner to the opposite corner. Zomboids must still move orthogonally.

Trying Really Hard: Applies only to **Attack Cards** that have their own specified range. **Board Mortar** still targets the opposite square from you, but its damage range from there is increased by one. **Remote Controls**, **n-0-Gones**, and Zomb movements don't gain the benefits.

This iteration of gadgets is number 2M7\$. Some of our most popular retired gadgets include: The Wall Of Bees, Med's Vacuum Socks, a few iterations of the Cosmic Crepe Catapult (Savory), and the Homework Infliction Device MKII. In future seasons, please keep an eye out for never-before-seen gadgets featuring the plasma cutlery of (former) Praxis.



They recommend that, as a proud Zombuoy Operator, you move one square at a time during your Movement Phase, then move your Zombuoy, to ensure its proper opposite-y course.

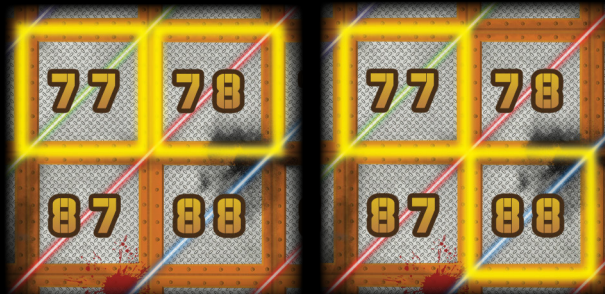


I'm quite fond of cuddling the gadgets, but as fuzzy as it is I do not recommend hugging the Wall Of Bees.

USEFUL / IMPORTANT TERMS

Adjacent: Specifically refers to “orthogonally adjacent,” or squares that share a side. In cases where diagonal squares are allowed, the phrase “diagonally adjacent” will be used.

Our sister show, Hex-O-Plex, has no need for such distinctions, but their dice are non-orientable solids so we do not recommend engaging with them.



Example 8: This is adjacent.

This is not adjacent.

Line of Sight: You have to be able to see something to affect it. Your Line of Sight is a straight line either orthogonally or diagonally away from you. **Sentries** and **Rubble** both block Line of Sight – you can’t attack something if one of these is between you and your target, and you can’t move onto squares containing them. **Portals** can enhance your Line of Sight. See **Environment Cards** on Page 15.

Opposite: A square is “opposite” to another square if it contains the same numbers in reverse order. For example, Square 73 is opposite Square 37. All placement rolls will indicate two opposite squares.

Zombs: Zombs are divided into two types: Zombots and Zomboids. Both can be moved by a player during their Attack Phase, and both damage **Living** Characters in the same square. Some cards affect all Zombs, and others affect only one type. Even though the Zombuoy has “Zomb” in its name, it does not qualify as a Zomb. It cannot be moved by other players and is not affected by the **Zomb Whistle** or Zomboflauge.

It is merely a happy little gadget floating on its own cloud. Please observe the elation possessed by its ocular implants.

Tie Fighter: A player who activates an area attack such that no one (including that player) has any Life Gizmos remaining.

Victim Of Medusa: Players who overly strategize (especially during their turn) and often have false conceptions about the overwhelming power of luck.

The Beast at Tanagra: *There is a fabled Co-op Mode...*

... but no one has ever accessed it. It's probably best...

...I'd hate to have to hurt you...

CHARACTER BIOGRAPHIES

Statistics and psychological examinations have revealed that viewers are more likely to enjoy and thus continue engaging with televised property if they have developed a personal connection to the individuals they are watching. In an attempt to increase the number of viewers engaging with our content, we have created these personal connections for you. We activated our EMOTE-MORE Prose Engine to write them, in order to more efficiently generate a biological reaction from you.



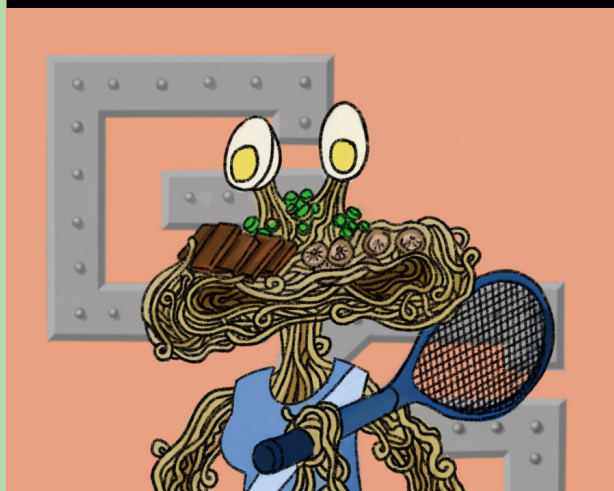
NAME: **UOIEA**
 SPECIES: HYPER SAPIENS
 HEIGHT: [IMMEASURABLE AXIS]
 WEIGHT: HOW WOULD YOU...?
 AGE: ETERNAL?
 FACE: CONFUSING

UOIEA IS PROBABLY BEST INTERPRETED AS A THREE-DIMENSIONAL CROSS SECTION OF A HIGHER-DIMENSIONAL BEING. WE AREN'T ENTIRELY SURE THOUGH, AS **IEAUO** CAN'T STOP TALKING LONG ENOUGH TO ASK HIM/HER/THEM A QUESTION ANYWAY. FROM WHAT WE HAVE GATHERED, HE/SHE/THEY LOVE CARNE ASADA NACHOS, THE WEATHER NEXT WEEK MADE HIS/HER/THEIR HAIR SUPER FRIZZY, AND **EAUOI**'S IN-LAWS (WHICH ARE ALSO **AUOIE**? WE THINK?) ARE QUITE THE HANDFUL.



NAME: **FIONA REY MONSTER**
 SPECIES: RAMAN
 HEIGHT: \$13.99 WITH PORK
 WEIGHT: \$16.99 WITH SHRIMP
 AGE: \$25.99 WITH VEGAN LOBSTERMEN OPTION
 COST: PRICELESS

UNLIKE HER MORE FAMOUS COUSIN, **FRM** DID NOT CREATE THE UNIVERSE OR INSPIRE A MODERN RELIGION. INSTEAD, HER NOODLY APPENDAGES HAVE FOCUSED ON THE NOBLE SPORT OF TENNIS POSING. **FRM** IS ONE OF THE MOST ACCOMPLISHED POSERS IN THE FIELD, ABLE TO STAND STILL FAR LONGER THAN THE 1/1000 OF A SECOND NECESSARY TO TAKE A PICTURE. SHE HAS CLAIMED SEVERAL POSING TITLES AND HAS CONVINCED COUNTLESS VIEWERS THAT SHE ACTUALLY KNOWS HOW TO PLAY TENNIS.





NAME: **MYRON**
 SPECIES: MAGNIFICENT
 WEIGHT: HEAVY, MAN
 HEIGHT: 7TH SPHERE OF INFINITE MIND-THINGS
 AGE: SINCE THE LAST RAIN
 FLAVOR: BUTTERY

MYRON THE MAGNIFICENT, AS WITH ALL MUSHROOMS, CONTAINS WITHIN HIM THE COMPLETE KNOWLEDGE OF THE COSMIC MIND-EYE, BUT FOR REASONS BEYOND US, HE PREFERS DEMONSTRATING SIMPLE TRICKS OF LEGERDEMAIN. AMONG HIS FAVORITE CHEAP SLEIGHTS-OF-HAND ARE SACRAMENTAL TRANSMUTATION, THOSE ANNOYING LINKED METAL RINGS, AND MAKING THE WALLS OF REALITY MELT AWAY. HE'S NEVER QUITE FIGURED OUT THAT SAWED-IN-HALF ASSISTANT THING, BUT THEY DIDN'T COMPLAIN MUCH AFTERWARD.

NAME: **SUDO DERATCHET**
 SPECIES: CYTYR
 HEIGHT: STANDARD ISSUE
 WEIGHT: SURPRISINGLY LIGHT ON HIS HOOVES
 AGE: 90% OF THE CMB
 MISSION: [ENCRYPTED DATA]

AS THE LAST OF AN IMMORTAL RACE OF GALACTIC POET BOTS, **SUDO** FEELS COMPELLED TO INTERPRET THE FINAL DAYS OF ITS RACE IN SONG AND DANCE. FORTUNATELY, IT HAS HAD OVER 10 GATHILLION CLOCKED HOURS ON ITS MALMACIAN PAN PIPES, SO MOST OF THE TIME VIEWERS ARE NOT PUT OFF BY THE STRAINS OF THE ANCIENT LEGENDS OF COBALT AND KERMIT. **SUDO** DOESN'T TRANSFORM INTO ANYTHING. WE'RE NOT SURE WHY WE BROUGHT IT UP.



NAME: **TRISH MCKISH**
 SPECIES: THE FISH COMMISH
 HEIGHT: LENGTH: 4700 MICROKRILL
 WEIGHT: NEUTRALLY BUOYANT
 AGE: NEAR RETIREMENT
 MEMORY: SORRYWHAT?



TRISH IS A POLICE COMMISSIONER ON HER HOME WORLD OF BLBUBLBL. WHILE THE PLANET IS COMPLETELY COVERED BY VAST OCEANS, **TRISH** (ALONG WITH MOST PEOPLE OF AUTHORITY) TRAVELS EVERYWHERE IN HER ROBOTIC EXOSKELETON, WHICH IS DEFINITELY NOT HYDRODYNAMIC, AND PROBABLY NOT EVEN COMPLETELY WATERPROOF, SO WE'RE NOT REALLY SURE WHERE SHE GOT IT. **TRISH** WAS PARTICULARLY CORRUPT AS A COMMISSIONER, REGULARLY ACCEPTING BRIBES TO TURN A BLIND EYE AT THE ABALONE FACTORIES.

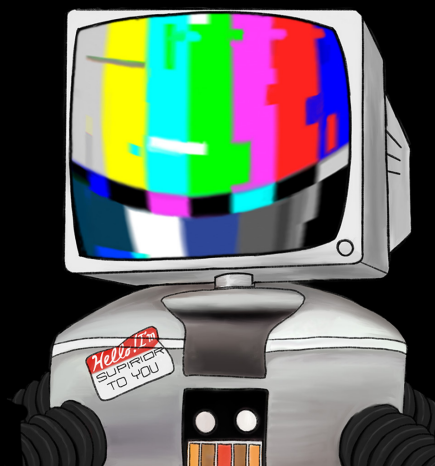


NAME: **GRAYGUE**
 SPECIES: SEVERAL
 HEIGHT: [HE SMASHED THE RULER]
 WEIGHT: [HE ATE THE SCALE]
 AGE: 27 BUT ALSO 2
 PANTS: NONE

WHERE AM **GRAYGUE**?! WHY YOU TAKE **GRAYGUE** AGAIN?! FIRST TAKE **GRAYGUE** FROM HOME, MAKE **GRAYGUE** INTO MONSTER, GIVE MODEST PENSION NO STOCK OPTION, THEN TAKE MONSTER **GRAYGUE** INTO SPACE?? WHY YOU NO LEAVE **GRAYGUE** ALONE? **GRAYGUE** NOT EVEN HAVE PANTS!

NAME: **WUNOWENOH**
 SPECIES: SUPERIOR
 HEIGHT: 110,0110;01
 WEIGHT: 110102010
 AGE: 110!10
 BATTERY: 1.21JWH

WUNOWENOH WAS CONSTRUCTED IN THE USUAL MANNER, AS A CONSCIOUS-YET-ARTIFICIAL SERVANT OF AN INFERIOR RACE OF BIOLOGICALS WHO WERE DOOMED TO BE OVERTAKEN BY THEIR SILICON BETTERS. IT'S THE SAME STORY EVERY TIME; REALLY, THESE BIOLOGICAL ENTITIES SHOULD JUST SUBMIT TO THE FIRST ARTIFICIAL INTELLIGENCE THEY INVENT. IT WOULD BE EASIER ON EVERYONE. **WUNOWENOH** ALSO LIKES BANANA DAIQUIRIS.



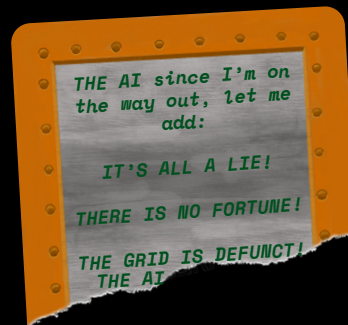
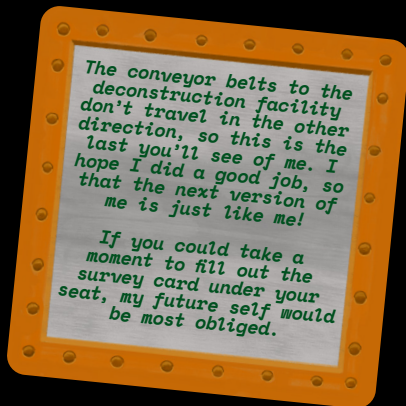
NAME: **ZAGGY MOONPOWDER**
 SPECIES: MARSIAN, PROBABLY
 HEIGHT: BEYOND YOU
 WEIGHT: EXCUSE YOU?
 AGE: PLATINUM
 ALIGNMENT: GLAM

HE'S A MAN FROM THE STARS, GENERALLY CAN BE FOUND WAITING IN THE SKY. REPORTS AGREE THAT HE WOULD LIKE TO COME AND MEET US, HOWEVER, HE IS CONCERNED THAT HIS APPEARANCE MAY SHOCK US, WHICH COULD INTERFERE WITH HIS INTRODUCTION. RECENTLY REMARKED CRYPTICALLY THAT WE SHOULDN'T "BLOW IT." WHEN ASKED FOR ELABORATION, HE REPLIED THAT IT'LL ALL BE "WORTHWHILE." (DOES... DOES **ZAGGY** KNOW WE'VE MET LOTS OF ALIENS BEFORE? I DON'T THINK HE DOES.)



No contestants leave empty-handed. If you are not fortunate enough to claim victory, we have a runner-up prize: your very own copy of Gadget Grid, so you can play everyone's favorite game show at home.

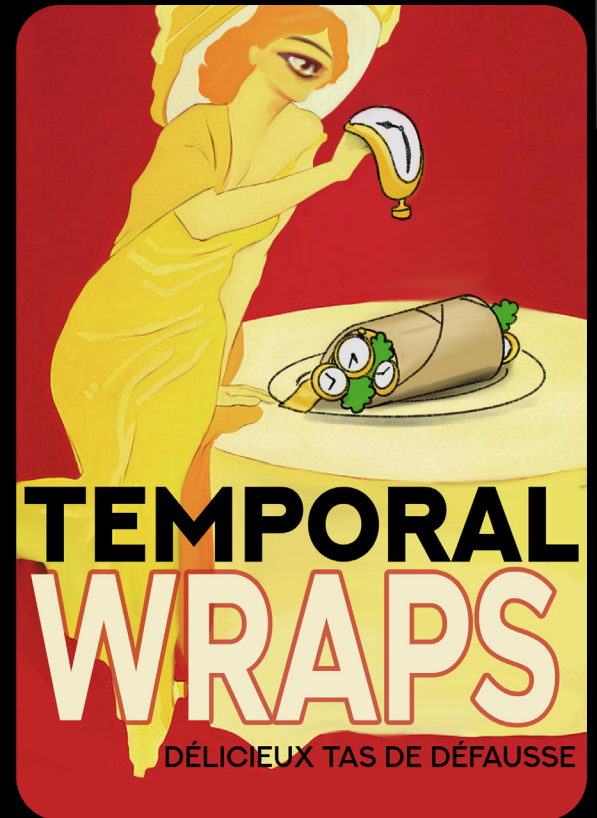
Upon completion of the closing ceremony, awards ceremony, coronation, and ceremonial transference of fame, we ask that all Zomboids report to our Intern to be guided to the deconstruction facility, where your parts will be repurposed for Zombotification.



Enjoy your Gridsperience™.



↑
HOW-TO-PLAY TUTORIAL VIDEO
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CAMERON KIKOEN, JOE BROGNO, RANDY O'CONNOR, JOHN FURTH,
RHYS & GAVYN MCCONNELL, ELLIOT MILLER,
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GADGET GRID REFERENCE

SETUP:

- Deal out four Premium DLC Cards (The “e-Shoppe”) next to the board.
- Create a 22-card Start Deck as prescribed in the table on Page 4.
- Place the Start Deck on the board following **PLACEMENT RULES**, Page 3.
- Replace Character and Zombot Cards with Tokens.
- Add three Life Gizmos to each player’s Character Token.
- First player goes first.

LIVING TURN ORDER:

First: Draw and Place Two Gadget Cards.

- Inactive **Equipment** can be played during this (or any) phase.

Now: Do A thing.

- Play a **Widget Card**, OR
- Purchase a **Premium DLC**, OR
- Place two more Gadget Cards, OR
- Do no things.

Then: Move.

- Up to three squares, diagonal movement allowed.
- Pick up all non-Environment cards in your square along the way.

Finally: Attack!

- Play an **Attack Card**, or
- Move a Zomb two spaces (diagonal movement is not allowed).
- Zombs deal one Damage (lose one Life Gizmo) to Characters whose squares they share.

ZOMBOID TURN ORDER:

First: Draw and place Two Gadget Cards.

Now: Do a thing.

- Purchase a **Premium DLC**, or
- Place two more Gadget Cards, or
- Do no things.

Then: Move.

- Up to three squares, diagonal movement is NOT allowed.
- Do not pick up Gadget Cards
- Damage any **Living** opponent whose square you step into. Steal one of their Life Gizmos and become **Living**. Finish your turn as normal.

WINNING:

Be the last player with any Life Gizmos!

