GRAVITY 3

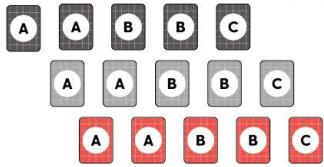
2-3 Players | 10+ min | 8+ Age

About This Game

Gravity Three is a gravity - themed set of games for up to three players. There are three different games to play. Players will face an unforgettable mind battle in each game. Awaken your sense of gravity, and it's time to play!

Components

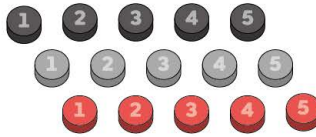
Rule Sheet x 1
Reference Card for Memory x Gravity x 1
Support Stand x 1
Dice x 1
Cards x 15
(Three Colors A x 2, B x 2, C x 1)



Weight Tokens x 15(Black x 5, Grey x 5, Red x 5)

Weight Tokens (hereinafter, referred to as "Token")

Tokens have numbers from one to five on them, The higher the number, the heavier. Tokens with the same number have the same weight even if the colors are different.



INDEX

GAME 1

Memory × Gravity

Assess the mass, collect three tokens,
and aim for the strongest combination!

Component: Reference Card for Memory x Gravity x 1
Tokens (5 of each color)

Setup

1. Place all the Tokens with the numbers facing down on the table randomly.
2. Players each roll the dice, the player with the highest number goes first.

Order of Play

In clockwise order, each player, starting from the first player follows steps ❶ and ❷ .

❶ Assess the Weight of the Three Tokens

The player chooses one of the Tokens on the table and picks it up with their fingers. After assessing the weight, put it back. Assess the weight of three different Tokens one by one, following the rules below:

> Players are not allowed to look at the numbers on the Tokens.
> Players cannot choose the same color Token in succession. (e.g. Black → Red →Black is OK. Red → Red is not OK.)
> You cannot select the same Token more than once.

❷ Select One Token and Keep it

The player selects one of the three assessed Tokens ❶ and keeps it in front of them. following the rules below:

> Players can only select one of the Tokens that had been assessed
> Players cannot choose the same color Token that is already 'kept' in front of them.
> Players cannot touch the Token again until the end of the game.

The turn ends, then the next player does the same actions.

End of the Game

After all the players took three turns each and have collected three Tokens of different colors each, the game ends. Players can now reveal and look at the number on the Tokens and place them in order of the bigger numbers. (The colors don't matter.) The winner is the player who makes the strongest combination of the numbers according to the table on the left.

Example: For a 2-Player Game
Win 2 2 2 > 4 3 2

Example: For a 3-Player Game
Win 1 1 1 > 5 5 5 > 2 2 2

Strong ↑ Weak		
	Identical Numbers	555 444 333 222 111
	555 is beaten by 111.	
	Consecutive Numbers	543 432 321
	Three-Digit Numbers	554 553 ⋮ 221 211

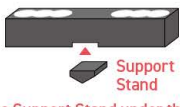
GAME 2 Comparison × Gravity

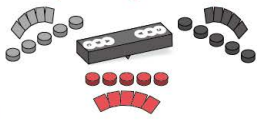
Sense the balance, and win the see-saw game!

Component: See-Saw (Inner Box) x 1 / Support Stand x 1
Cards x 15 (Three Colors: A x 2, B x 2, C x 1) / Tokens (5 of each color)

Setup

1. Set the See-Saw up as below, and place it on the table.
2. Each player takes a set of cards and Tokens of the same color.





3. Players each roll the dice, the player with the highest number goes first.

Order of Play

In this game, 2 players compete by placing a Token at opposite ends of the see-saw. For 3 players, they play a winner-takes-all match by repeating 2 player matches to determine the winner. In both cases, the game is played for a maximum of five rounds. Each round, players take the following actions: **Announce the Position → Play the Token → Resolve the Winner.**

During the game, players can check the numbers on their Tokens and the letters on their Cards. Players must make sure that opponents cannot see them.

How to Play with 2-Players

❶ Announce the Position to Place the Token

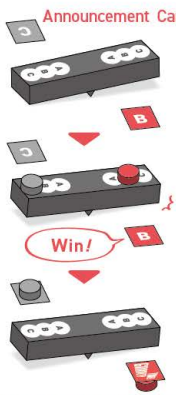
The first player, followed by the second player, in that order, chooses one of the cards in their hand and shows the letter on the card where they want to place their Token. This is called the Announcement Card.

❷ Play the Token by Placing Them on the See-Saw

The first player chooses one of the Tokens and places it in the same see-saw space as the letter on the Announcement Card. The second player then places their Token on the opposite side similarly. The winner of the round is the player who tilts the see-saw downwards.

❸ Resolve the Winner

The losing player first takes their Token from the see-saw and places it on the Announcement Card.



Place the Announcement Card on the Token to indicate the round winner.

Then the winning player takes their Token from the See-Saw and places the Announcement Card face down on top of it to indicate that they have won. (The losing player takes the Token first so that the weight of the winner's Token is not revealed.)

The Tokens that have already been resolved cannot be used in subsequent rounds.

Switch the first player and continue with the next round.

How to Play with 3-Players

❶ Announce the Position to Place the Token

Starting with the first player, in clockwise order, choose one of the Cards in their hand and show the letter on the Card. This is called an Announcement Card. Each player does this as well.

❷ Play the Tokens with the First Player and the Player to Their Left

The first player chooses one of the Tokens and places it in the same see-saw space as the letter on the Announcement Card. The player to their left then places their Token on the opposite side in the same way. The winner is the player who tilts the see-saw downwards.

The losing player first takes their Token from the see-saw and places it face down on the Announcement Card.

The winner's Token must be left in place.

❸ The Winner Plays with the Third Player

The third player chooses one of the Tokens and places it on the vacant side of the see-saw as the letter on their Announcement Card. The winner of this round is the player who tilts the see-saw downwards.

The losing player first takes their Token from the see-saw and places it on the Announcement Card. Then the winning player takes their own Token and places the Announcement Card face down on top of the Token to indicate that they have won. (The losing player takes the Token first so that the weight of the winner's Token is not revealed.)

The Tokens that have already been resolved cannot be used in subsequent rounds.

The first player moves to the next player in clockwise order, and continue the next rounds.

End of the Game

The player who wins the most rounds is the winner of the game.

In case of a tie, the winner is the player with. the lower total of the number on their Tokens from the rounds won.

GAME 3

Doubt × Gravity

Is the total weight of the stacked Tokens correct?
Who will control the game and win?

Component: Dice x 1 / Tokens (5 of each color), Card x 1 (Any color is okay)

Setup

1. Shuffle the Tokens with the numbers facing down and remove one Token of each color, they are not used in the game. Players may not check the numbers on them until the game ends.
2. Players distribute and receive the rest of the Tokens as follows:

2-Players Game

Each player takes four Tokens of the same color and two Tokens in the remaining color.

3-Players Game

Each player chooses a color and takes two Tokens from that color, and one of a different color.

3. Players each roll the dice, the player with the highest number goes first.

Order of Play

In this game, in each round players take these actions: **Roll the Dice** → **Place the Token** → **Assess the Weights.** Multiple rounds are repeated, and aim to be the fastest to get rid of one's own Tokens.

During the game, players can check the numbers on their Tokens. Players must make sure that opponents cannot see them.

Roll the Dice

A player rolls the dice. The number on the dice is the **Designated Number** for this round. If a "G" comes up, the first player chooses any number from 1 to 5.

Place the Token (on the other Tokens)

Each player takes their turn starting with the first player, and going in a clockwise order. In the turn, players choose to place a Token or pass.

Place the Token

A player chooses one of the Tokens with the 'same number' on it as the Designated Number and places it in the middle with the number facing down. If there are already Tokens placed out by other players, stack yours on top.

> A player can place and stack multiple Tokens at the same time.
> A Token can be placed with a number different from the Designated Number. (Whether the player has the Token with the same number or not.)

Pass

If there are no Tokens to play, or the player doesn't want to play, they can pass the turn. The turn passes to the next player.

Assess the Weights

After all players' turns are done, the first player first checks the total weight of the Tokens. By lifting up the bottom Token of the stack of Tokens, assessing the weight of the stack of Tokens, and guessing whether the other player's Tokens are correct or not.

If the player guesses that the other players' Tokens are correct and matches the Designated number, declare "**It's correct!**" and then the next player checks the total weight of the stack.

If a player suspects that the other player's Tokens are different from the Designated number, declare "**I doubt it!**" and turn over the Tokens one by one, starting with the top one, to check the numbers.

The player who declared "I doubt it!" receives the Card. This Card is called a "Doubt Card". The Doubt Card is then passed to the next person who declares "I doubt it!"

Spotting the Bluff

If the number on a Token turned over is different from the Designated Number, the player who declared "I doubt it!" succeeds in spotting the bluff. The player whose bluff was discovered takes all the Tokens played in that round.

If there are any Tokens whose numbers have not yet been checked, just take them with their numbers kept facing down.

Failed to Spot the Bluff

If the numbers on the Tokens turned over match the Designated Number, the player who declared "I doubt it!" fails. That player who made the declaration takes all the Tokens played in that round.

The Tokens that are taken can be played in subsequent rounds. Players can also check their own numbers at will.

If No One Declares "I doubt it"?

All the Tokens that are played in that round in the stack aren't revealed, place them off to the side and out of the game.

The first player moves to the next player in clockwise order, and continue the next rounds.

End of the Game

The winner is the player who runs out of their Tokens first at the end of the round. In case of a tie, the winner is the player with the Doubt Card.

Game Design : Yoshiaki Tomioka, Masayuki Ikegami
Artwork : Yoshiaki Tomioka
Director : Naotaka Shimamoto
Rule Adjustments : Naotaka Shimamoto, Itsuka Takeuchi
Development Support : Tomomi Adachi, Mandy Tong

www.itten-games.com

G3-02(LS)-2025

itten