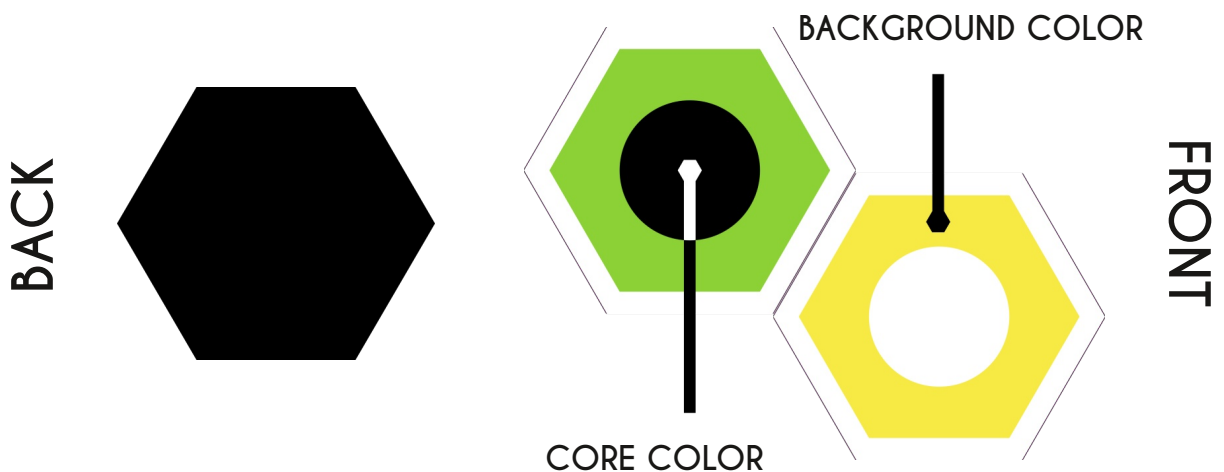# Q Memory

Complete the quantum link using your memory as the only tool.
COMPONENTS: 18 QUANTUM LINK HEX TILES.

ABOUT THIS RULESBOOK

Q Memory is a game for 1 to 6 players.
The BASIC mode game rules are described in the next page. If you already know how to play, check the ANNEX for the different game modes and the setup for each of them.

BACK

FRONT

BACKGROUND COLOR

CORE COLOR

GAME SETUP

Pick 3 pairs of hex tiles with the same **background color** but a different quantum **core color** (a black and a white core for each pair).
Place these 6 tiles facing down as shown in the following image:

HOW TO PLAY

STEP 1. Flip up one of the hidden tiles (QUANTUM LINK begins). Then flip another one and determine if:

· The **background color or the core color** matches. Go to STEP 2.

· Neither the **background color nor the core color** matches. In this case, go to the LINK BREAK step.

Core color matches

Backgroud color matches

No match

STEP 2. Flip up another tile and determine if the QUANTUM LINK condition is met:

· If the 2 previously revealed tiles show **matching background colors**, the next tile **must match its core color** and viceversa (if they matched their core color, then the next tile must match their background color). Repeat the STEP 2 untill you complete the quantum link. Otherwise go to the LINK BREAK step.

LINK BREAK:
· If, as a tile is revealed, the quantum **link condition is not met** (STEP 2), **flip back down all revealed tiles** and go back to STEP 1. In a 2 or more players game, it would be the next player's turn.

If we achive to reveal all the tiles following the previous rules, we have completed THE QUANTUM LINK.
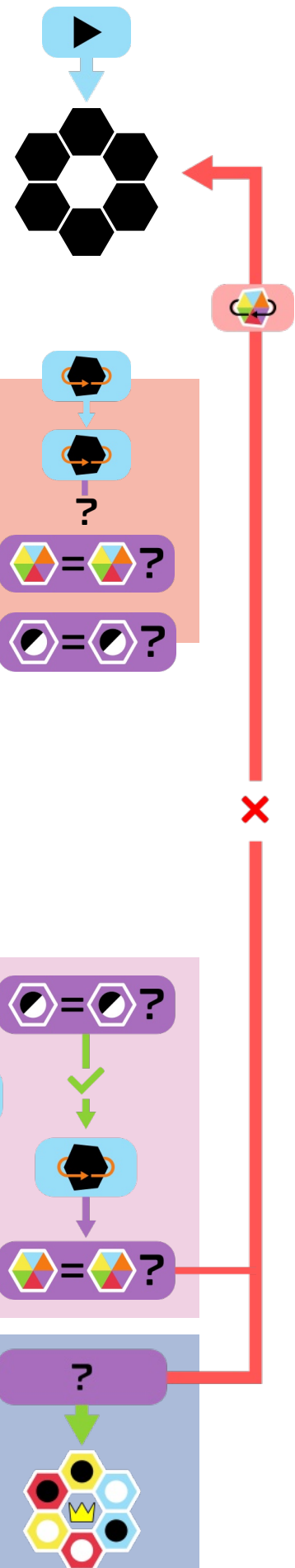
GAME MODES

Q memory has multiple game modes which modify its playability and difficulty:

BASIC

This is the game mode explained on the HOW TO PLAY section of this rulebook.

ADVANCED (FIG.2)

We will follow the basic mode rules but we will be using twice the number of tiles this time (make sure you only have a pair of tiles per background color in this mode).

MASTER (FIG.3)

In this game mode we will follow the basic rules of Q Memory, but we will have to reveal the tiles alternatively from each of the quantum circles.

Warning!! While determining the link condition during STEP 2: revealing 2 tiles with the same background and core color will cause the LINK BREAK.

INSANE (FIG.4)

We will follow the basic mode game rules but we will be using all of the available tiles this time.

Warning!! While determining the link condition during STEP 2: revealing 2 tiles with the same background and core color will cause the LINK BREAK.

BATTLE

Pick all the tiles making sure you only have a pair of tiles per background color. Deal the same number of them to each player (for 5 player pick only 5 pairs of colors). All the players place their tiles facing down in front of them (in any shape). We will follow the basic rules but we will start our turn revealing one of our tiles first.

MAK'EM TOUGHER

If you would like to add an extra challenge to any of the game modes described above, you can add this step any time a LINK BREAK is caused. Swap the position of the last 2 tiles revealed before you flip all the revealed tiles back down (valid for all game modes).

EASIER THAN EVER

Before the start of the game reveal all the tiles during any amount of time of your choice (valid for all game modes).
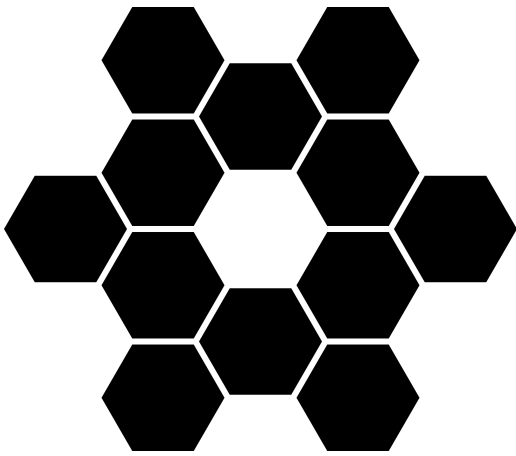
FIG. 2: ADVANCED SETUP

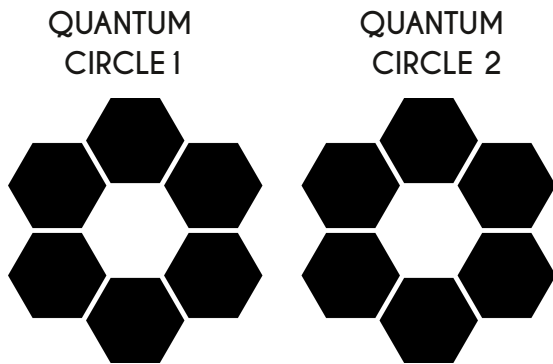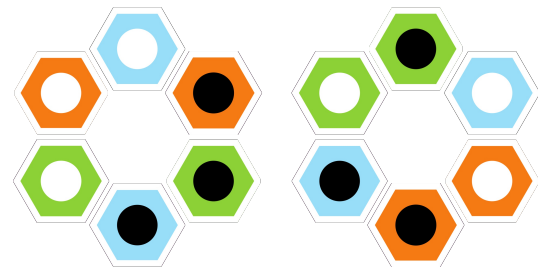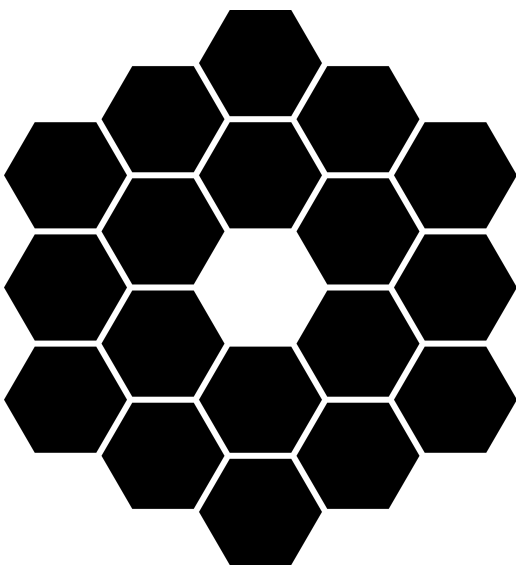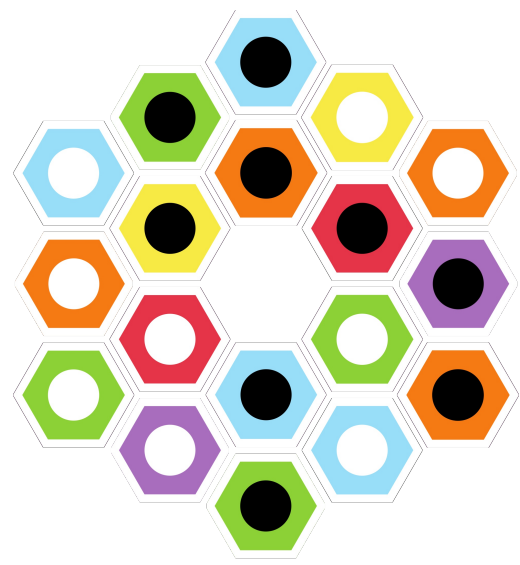EXAMPLE

QUANTUM CIRCLE 1   QUANTUM CIRCLE 2

FIG. 3: MASTER SETUP

EXAMPLE

FIG. 4: INSANE SETUP

EXAMPLE