



Q U I N

ARCADE MODE

Streamlined. Heavier on the action, easier on the memory, perfect for game night.

MAKE YOUR MOVE

Players alternate turns, moving along Sight Lines, forward or backward, and sideways on Rings. At each intersection is a silver circle, and these are the spaces. In most cases you can't jump, or change direction in the middle of a move, moving up to as many spaces as the Moves # of that piece. Your turn is over after any single action, except when using the 2 Powers of Time or Resurrection.

CAPTURE + REVEAL

When 2 pieces collide in a space, a flash occurs, and both are revealed. Any piece that flashes another will capture it, and the defending piece is removed, except in the case of Memory and Reflectors, which flash only to reveal and swap places, with defender moving to the space where the attacker started in that turn. Voids mutually destruct with their attacker. All captured or otherwise removed pieces go to the rival Zero G board, face forward.

Qty

Moves #

Light



1

2

captures all

The mission of Quin is to reach First Sight, Center, with your **Light** or to capture your opponent's Light. **Light** does not have to be played on the board, you choose when, or even if you bring it in. **Light** can capture Light, to win.

Qty

Moves #



Captures



Flashes only to Reveal

Shadow

2



captures

7

Shadows are the fastest piece, most valuable on offense and defense. Play them both at the start. **A Shadow** can't capture another Shadow. If they flash, they switch places.

Artificial Light

4



captures

2/5

AL can't be played at the start of the game. It can only be brought in on your open Gateways as a Reinforcement. **Multiple** ALs may be brought in on a single turn, up to as many as you have open Gateways. **When** both of your Shadows are removed, your ALs Moves # is Accelerated from 2 to 5, for the remainder of the game, or until your Shadow is Resurrected.

Reflector

2



flashes

2

Reflectors transfer Light or AL, on a continuous Line (not on a Ring or the Iris), to a space next to the Reflector. The transferred Light can land on a rival piece and flash it. **The** transferred piece can jump any others, or pass to the other side of the board (skipping the Iris) so long as it is on the same Line.

Memory

1



flashes

2

A Memory can Swap Places with any of your pieces, on the same side of the board, once on any turn. **Swaps** can't happen on or across the Iris or Horizon.

Time

1



captures

1

Time can rewind the last move your rival made, unless they captured a piece or moved on the Iris. **Time** can be anywhere on the board to use its Power, and use removes Time to the rival Zero G, but does not end your turn.

Peripheral

2



captures

3

A Peripheral is the only piece that can move freely onto the Horizon Line, from any space adjacent to it on a Ring.

Void

4



captures

1

Voids mutually annihilate with any piece that flashes them, except Light & Artificial Light. This destroys the attacking piece and the Void as well. **When** Voids flash offensively, they capture rival pieces without self destructing.