



Q U I N

5 STEP START GUIDE

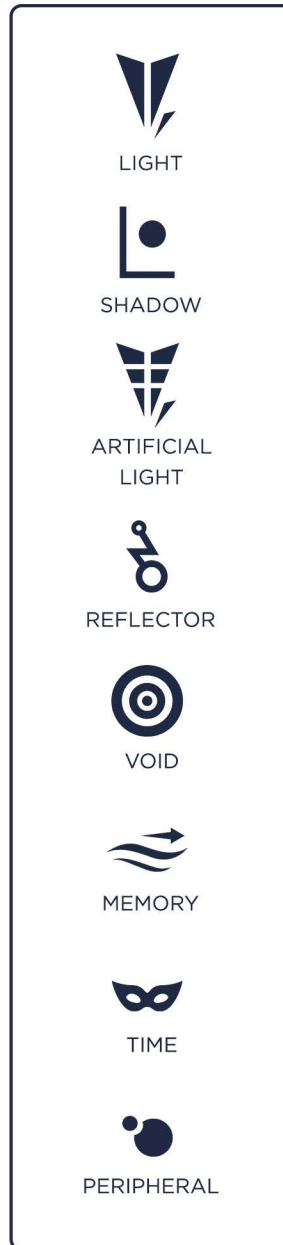
THE BASICS OF THE GAME



TOWER ANATOMY



ICONS



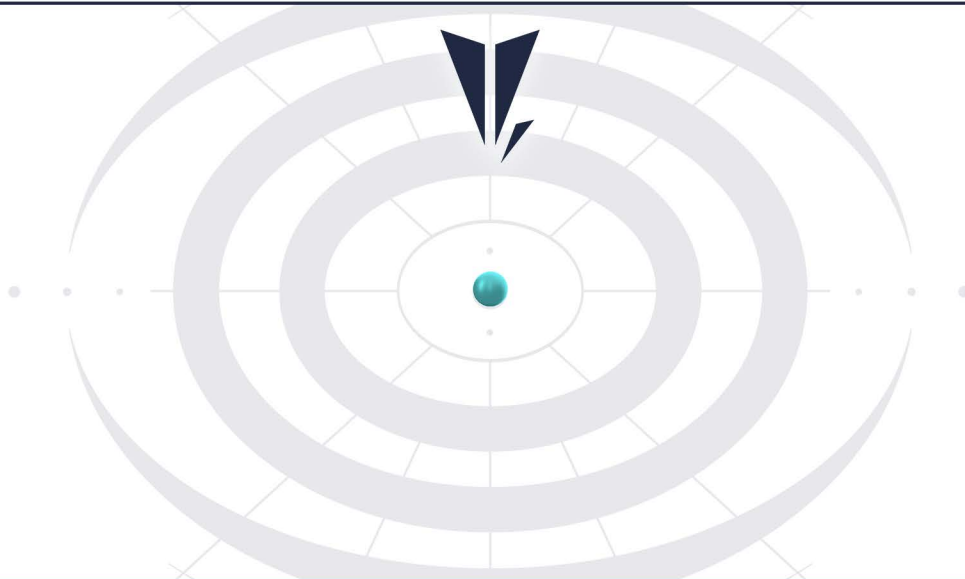
CLONES



YOUR MISSION



Reach First Sight (Center) with your Light, or be the first to stop your opponent from doing the same by capturing their Light.



In Quin, your pieces are hidden from your rival until they collide (we call that a Flash). Then they reveal, sometimes destroying each other, other times swapping places.

You'll need to weigh every choice, because the goal is not simply to conquer your opponent. Losing a piece might trigger other powers, and in this race toward First Sight *every move counts*.

BRING YOUR TOTEM



When you come to play Quin, bring a Totem to the table. Make it something cool, that represents you. This can be anything, but is often a trinket, toy, figurine or jewel.

Set it next to the board, facing your rival. Once per game, turn your Totem to use the power of

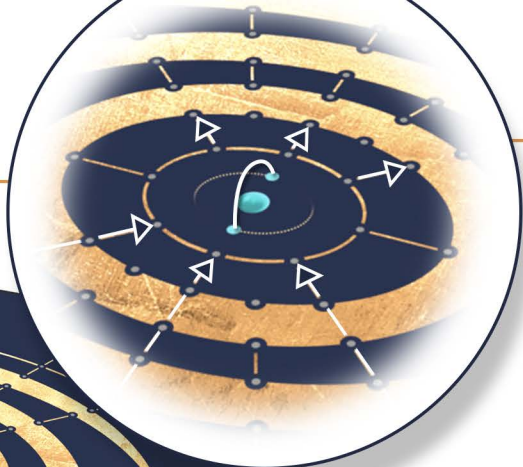
Resurrection

This lets you bring back a captured piece of your choice, and put it on your rival's Gateway. Then you get to play your turn, even using the Resurrected piece to attack.

A piece that has just been captured can't be Resurrected on the very next move. Block your opponent's Resurrection by keeping pieces on all 5 of your Gateways.



A BASIC OVERVIEW



HORIZON LINE

10 STARTING SPACES PER PLAYER

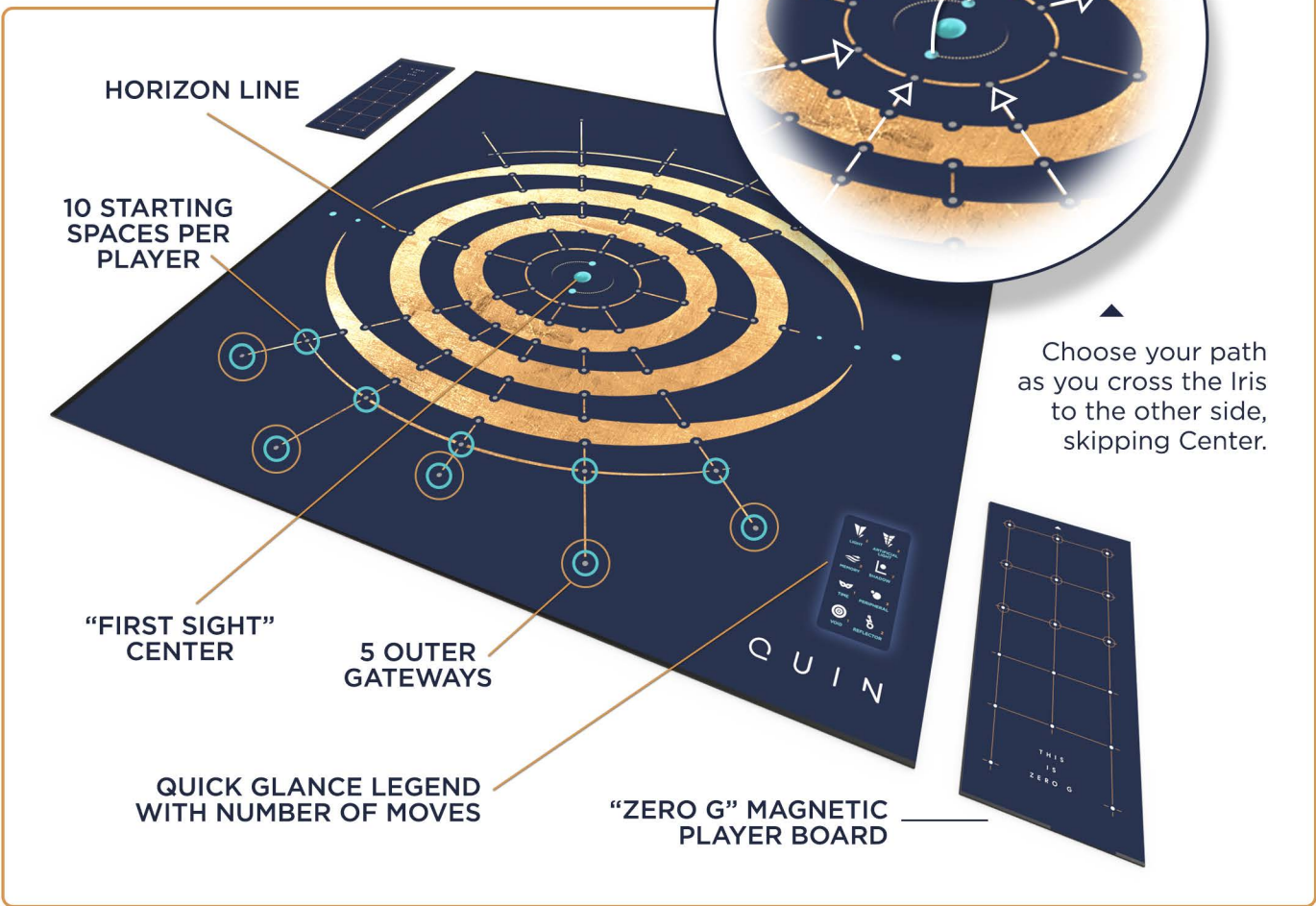
"FIRST SIGHT" CENTER

5 OUTER GATEWAYS

QUICK GLANCE LEGEND WITH NUMBER OF MOVES

"ZERO G" MAGNETIC PLAYER BOARD

Choose your path as you cross the Iris to the other side, skipping Center.



YOUR SIDE

THEIR SIDE

QUIN

STEP 1**CHOOSE YOUR CLONE**

Pick 1 of the 4 Clone faces and add it to your lineup, removing any 1 piece of your choice (other than Light or Shadow). Unused Clones, and the piece you chose to replace, are set aside out of play.



TIME



VOID



MEMORY

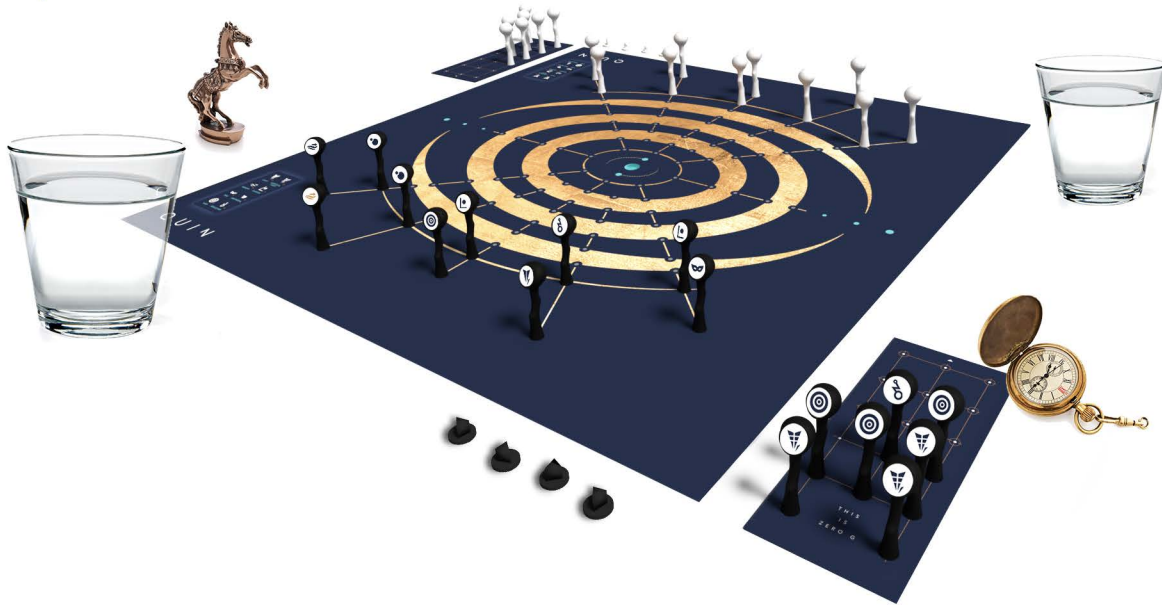
ARTIFICIAL
LIGHT**STEP 2****CHOOSE YOUR LINEUP**

Select 10 of your 17 pieces to begin the game, and put them on your 10 starting spaces. Don't worry about how you arrange them, we'll cover that in the next step. The only rule here is that **Artificial Light** must remain on your Zero G board, it **can't be played at the start**. The rest is up to you.



STEP 3 • SETUP YOUR FORMATION

Arrange your 10 pieces however you like on your 10 starting spaces. We advise you to keep those Shadows ☒ mobile, don't play them behind your Voids ☉. See your Quin Key Rules (Arcade or Third Eye Mode) for detailed descriptions of the pieces.

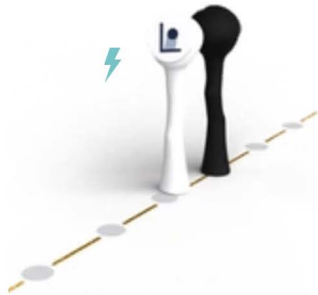


STEP 4 • HYDRATE & ALTERNATE

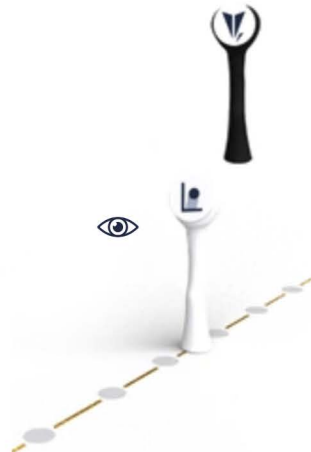
Now do a countdown, 3, 2, 1, and drink a small cup of H₂O. Whoever finishes first, decides who goes first. Alternate turns - move a piece, flash your rival's piece, or use your powers until one of you takes **First Sight**, or captures the rival Light.

STEP 5**TOWERS COLLIDE**

When pieces meet in the same space, a flash occurs. Both pieces are revealed. What happens next depends on what they are, and is spelled out on the Quin Key, but either the attacker will capture the defender, or they swap places, or they mutually annihilate. Only attacking pieces can capture, except for Voids, which mutually destruct. All lost pieces go to the rival Zero G.



A **FLASH** OCCURS

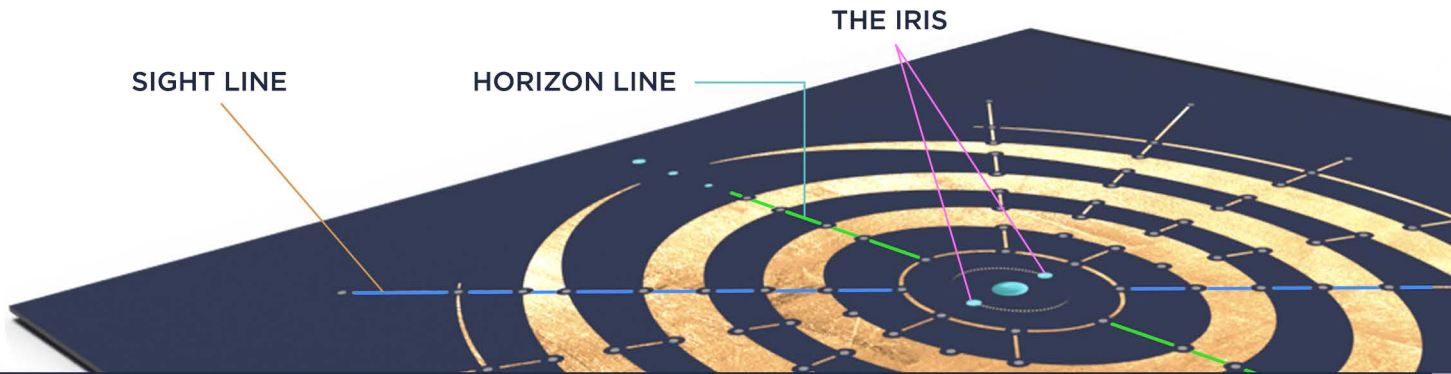


THE FLASHED PIECES
ARE **REVEALED**



SHADOW PREVAILS &
CAPTURES LIGHT
FOR THE WIN!

The 2 blue particles orbiting Center are the Iris. See Pg 4 for a diagram of how to move across the Iris with any piece, choosing which of the 3 Sight Lines you want to exit along. **Only Light can land on First Sight, Center,** all others go from one of the 2 Iris spaces to the other, skipping First Sight.



The Horizon Line does not connect to the Iris or First Sight, but only follows Rings to either side of the board. Only Peripherals can move to the Horizon along a Ring as a normal move.

Instead of moving, use a turn to bring in a new piece as a Reinforcement, off of your Zero G board, on your open Gateway.

You may choose to pass your turn if you'd like. If a player asks what the last move was, it must be answered by pointing out which piece(s) moved, and to where.

No flash-backs. You must wait 1 turn after being flashed, to strike back against a piece with the same piece. Any other pieces are fair game.

Welcome, Light Seeker, now take up your Quin Key and play.

When you've mastered Vision and Arcade, level up to 3rd Eye Mode for honed, world-class strategy.



The streamlined Quin experience, heavier on the action, easier on the memory, perfect for game night.



This is classic Quin, honed for world-class competitive play. With all powers unlocked this is the full Quin experience.

Vision Mode (Next Pg) is compatible with either of these modes.

QUICK START



LEARN QUIN™ IN THE OPEN! WITH NOWHERE TO HIDE, YOU CAN TAKE ON THE RUSH TOGETHER & SWITCH OUT TO MAGNETIC PLAY ON ROUND 2



VISION
MODE

—
FACE-UP PLAY

