



Q U I N

THIRD EYE MODE

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

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

3 Powers of Time, Memory or Resurrection.

CAPTURE + REVEAL

When 2 pieces collide in a space, a flash occurs, and both are revealed. If the attacking piece captures (**see individual capture rules in pink**), the defending piece is removed. Otherwise the pieces just swap places, with the defender moving to the space where the attacker started in that turn. The defending piece can't capture, though Voids mutually destruct with their attacker. This also happens if 2 of the same kind of piece flash, removing both - except for Light and Shadow. All captured or otherwise removed pieces go to the rival Zero G board, face forward.

Memory and Reflectors don't capture anything, but will flash just to reveal and swap places.

Qty

Moves #

Light



1

captures all

2

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.

Shadow

2



7

captures all but
time + voids

Shadows are the fastest piece, most valuable on offense and defense. Play them both at the start, most games.

A Shadow can't capture another Shadow. If they flash, they switch places.

Artificial Light

4



2/5

captures all but
time + reflectors

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



2

flashes only

Reflectors transfer Light or AL, on a continuous Line (not on a Ring or the Iris), to a space next to the Reflector on that line. Land on a rival piece to 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 lands next to a Reflector and on the same Line.

Memory

1



2

flashes only

A Memory can Swap Places with any of your pieces, on the same side of the board, or to or from the Horizon, twice per game.

Swaps can't happen on or across the Iris. **Swap** only once per turn (per Memory). It does not end your turn. Any other piece, not Swapped, may still move. Or the Swapped piece can still use its Power on the same turn, eg: Gravity or Reflection.

Time

1



1

captures all but
voids

Time can move any 1 of your rival's pieces backward up to 3 spaces, along a Sight Line, in the direction of their own Gateway.

Spaces must be open, and pieces can't be jumped, or moved onto, off, or through the Iris or Horizon.

Time can be anywhere on the board to use the Power, and use removes Time to the rival Zero G, but does not end your turn.

Peripheral

2



3

captures only
shadows

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

Move diagonally, by moving 1 space on a Ring and 1 space on a Sight Line in the same turn, or move up to 3 spaces in 1 direction.

Slingshot: Your piece may jump over your Peripheral on the Horizon, to the far side of the Horizon, stopping on the 1st space of the same Ring. Land on a rival piece to flash it. Slingshots count as 1 space, and end your turn.

Void

4



1

captures all

Voids mutually annihilate with any piece that flashes them, except Light & Artificial Light. This removes the attacking piece and the Void as well.

Offensively flash rival pieces without self destructing.

Use the Void Gravity Power to move any or all of your in-play Voids to open spaces next to the Void casting Gravity. Gravity can land Voids onto the Horizon, for adjacent spaces, but can't be cast from or onto the Iris.