



QUIN

STRATEGY GUIDE

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TOTAL WAVE FUNCTION

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“Life is not about you vs them. Every challenge you face will be you against your own limits. Always.”

-The Quin Teacher

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Quantum Fields - The Quin Story

In the subatomic realm of the incredibly small, first there was nothing. Then a magnetic field unfolded, in long curves. Gold gravitons rose from the ether, like foil ribbons. A microgalaxy swirled. These lines curved out, bright with glitter, without an eye to see them.

The miraculous began on the edges of the field - little teardrops were forming, floating in zero gravity - quarks like ivory mints - flickering with power in the air. Rising, tethered by shimmering bolts of energy, 17 little orbs . . . became.


Across the golden curves, as if in a mirror, came 17 anti-quarks, black as the cosmos, in their own zero gravity un-world, like those first ones but in every way their opposite.



Then something even weirder happened. At the center of the field a hole opened. There was no sound, no pop, just one moment nothing was there, and the next, well, a hole in the nothing. It started spinning, slowly at first, then faster and faster.

The quarks were tugged at by the motion, quivering, and with a rush like a waterfall they raced in toward each other. The fastest ones were the darkest, Shadow quarks, and though tethered to the field by zap and zig-zag cords - still they shot forward so fast that they could barely be said to have a position at all.

Quarks come in flavors, more than any ice cream parlor - odd, spontaneous creations. Peripherals curved around the field, against the flow. Memories flashed with thoughts, jumping around like they couldn't even care for the rules.




Little bits of Void appeared unexpectedly, moving oddly and then blossoming outward, growing larger.

One quark at the back came along, a child of Time itself, and this gem was Light, though not yet seen.

Though they all had names (who knew where from) and each flavor seemed to have rules that governed it (though they had nothing to do with anything else), they were, from the start, little mysteries, both there and not there, as if they didn't even quite exist until they ran into their anti-self . . . but then, with a flash! they were revealed into the world and only one remained.

So, long story short, the field of nothingness drew these elemental particles toward the black hole, and they were popping into and out of existence like water balloons in a rainstorm. The Light came face to face with the anti-Light.



In the darkness off to one side, two giant Totems looked on, fierce and shadowy pillars, faces stacked on faces, like gods of Egypt built out of Legos. One of them turned, eerily, impossibly, as if it was alive.

Just at that micro-moment, a Shadow burst out of the galactic field, on the wrong side, and raced forward down a long gold ribbon. The Light moved surely to the center of it all. With a rush, just like that, everything wooshed and washed . . . and then was gone.

What remained, what became, was just one spark.
One photon.
One Light.

"If you are not completely confused by Quantum Mechanics, you do not understand it." - John Wheeler



Welcome, Light Seekers

Quin's magnetic board and sci-fi realm will be played on interstellar voyages and alien planets, but you are here at the very start, on Earth, and we are happy to have you with us, Seeker.

If you haven't already done it, your best move in learning to play is to review the 5 Step Guide and Quin Key (or watch the videos at QuintheGame.com). Every rule of the game is in there, so if you or your friend want to do something in-game, and it's not forbidden by the Key, that probably means that yes, you can. If you're ready to dig deeper into how it all fits together, and become the Quin Master at your table, that's where this Guide comes in. Read on, Light Seeker.











A Note for the Game Masters

Quin is designed to reward the curious and bold, persistent player, to work your memory muscles, and maybe even spark an interest in quantum theory or cosmology. For newbies, you'll find Vision Mode in Appendix A, which is basically face up, revealed play. Vision Mode lets you learn the pieces in the open, where you can talk it out. Quin culture allows honest mistakes to be rewound for beginners, but cheats forfeit. Honor in the face of defeat is a difficult thing, even for many grown-ups. Let's all learn to laugh at defeat, and boldly face down new challenges. Don't get mad, just take a moment, a breath, a sip of water, and try again.

Quin - What's In the Box

4 Quin Key Rule Cards. One 5 Step Start Guide. 1 Quin Board.
Under the Board there are 2 sets of Towers, one set black,
the other white. 2 Zero Gravity Boards. 2 Coasters.

Each of the 2 Tower piece sets includes 21 Faces & 17 Pawns.
4 of the Faces for each player are in another color. These are
Clones. The 17 standard Faces are divided as follows:

Light  x 1	Artificial Light  x 4	Memory  x 1	Shadow  x 2
Time  x 1	Peripheral  x 2	Reflector  x 2	Void  x 4



The 5 Steps of Quin

Your first stop in learning Quin is the 5 Step Start Guide. It's a thorough intro to the board, setup and player turns. There are many ways to play Quin, including Vision, Arcade & 3rd Eye Modes, as well as the 5 other Modes and House Rules detailed in Appendix A of this Strategy Guide, but these 5 Steps form the foundation for every one of them.

For even more detail on these initial steps, check out the next section of this Guide: The Basics. It will cover those same subjects, and includes insight into some of the less obvious connections between them.

After reading the 5 Step, and/or The Basics, you'll be ready to take up your Quin Key and get into the game. Check QuintheGame.com for additional Keys, Modes, Videos, Tips and news from the creators at Arch + Gravity.

Arcade vs 3rd Eye

Arcade is a great way to start, slimming the rules by cutting a couple of the more involved Powers, focusing on action. In Arcade, many pieces capture anything they flash, simplifying conflicts. Peripherals have fewer Powers in this Mode, but can capture any piece. Memory can be used as often as you'd like, but it does count as your turn. Voids do not have Gravity in Arcade, and Time's Power is to rewind the very last move, with a couple of exceptions (see pg 67).

3rd Eye Mode is considered "Tournament Quin," adding Void Gravity, giving Peripherals their diagonal movement and Slingshots. Thorough capture rules, including common Mutual Annihilation, come into play, so keep your Key handy. In 3rd Eye, Memory doesn't end your turn, but you can only use it twice in the whole game. Except where otherwise noted, this Strategy Guide focuses on 3rd Eye play, but understanding 3rd Eye Mode in depth will give you a solid foundation no matter what mode you play.




The Basics 1 - As You Learn to Play

The game of Quin takes place in a world so small, you couldn't see it even with a microscope inside of a microscope. That said, this is sci-fi, so if you know a bit about quantum science in the real world, throw that out the window. It won't help you here. This is the field of imagination and impossibility.

So do try Vision Mode (Appendix A). Like a martial artist, learn the moves before you worry about who the winner is. Have fun! If you get the rules wrong at first, so long as both players are held to the same rules, it's basically fair. Browse the rest of this Strategy Guide but don't worry about memorizing it all. Check out the Videos, Tutorials and Community at QuintheGame.com. Quin offers a disturbingly large potential for complexity and competition, so play. Then play some more. Becoming a master takes time, but you'll get the basics down pretty quick.

The Basics 2 - Setup & Clone

Each player has 17 Pieces & 21 Faces, as well as 1 Quin Key Rule Card and 1 Zero Gravity Board. Set the Zero G next to the Quin Board, and snap your Pieces to it, facing you, in any formation you like. Pick 1 Face you think you might not need (if you're not sure, many people will start with a Reflector or Artificial Light) and remove it, replacing it with 1 of your 4 colorful Clone Faces (if you're not sure, pick Time for defense and ease of use). Don't let your rival see which ones you choose. Leave the extra 4 Faces face-down, they're out of play for the game. When you come to play Quin, bring a Resurrection Totem. This can be anything at all - a toy, a lucky rock, a necklace - visit QuintheGame.com to collect official Totems. Place this beside the Board, facing your rival (or face up, if it is a flat Totem like a coin or watch). Now get a couple small glasses of water, but don't drink them yet.



Choose 10 Pieces from your Zero G and put them on the Game Board, facing you, on the 10 spaces closest to you (that's your 5 Gateways and the first 5 spaces on the next Ring). Leave all 4 of your Artificial Light on the Zero G, they can't come in at the start. Set up your 10 starting pieces in any formation you like. A lot of your game will be affected here, but don't worry too much if you're new, just go for it, and learn as you go.

Here's a few basic tips:

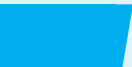
Often you'll want to play both Shadows on the forward Ring, on Sight Lines 1, 3 or 5. Play Light on the board but protect it, either on Sight Lines 2 or 4, or behind another piece. Reflectors make great screens for Light, at the risk of revealing it to an experienced player. Peripherals and Memory are extra mobile, so can start almost anywhere and still be effective. Time and Voids are often best at the back. Never start your Shadow behind a Void or Time. A Shadow on Sight Line 2 or 4 can be used for a guarded Memory rush.

The Basics 3 - Movement

Now do a countdown, 3, 2, 1, and drink your water. Whoever finishes first, decides who goes first.

Pieces move along Sight Lines (those 5 straight paths) or sideways on Rings (the 8 curved paths) and can't change direction in the middle of a move. All pieces are able to move on Sight Lines and on Rings. You can only go through unoccupied spaces, no jumping. There are a few exceptions to these rules, which we will cover in this Guide as we discuss each piece and their Powers.

The orange number to the right of each icon on the Key is it's Moves #, meaning that's how many spaces it can go in a single turn. You don't have to go that far though, that's just the maximum, it's up to you otherwise.



The 2 spots in the middle of the board - not Center, but the two blue spaces on either side of it - form a pair known as the Iris. All pieces can move onto and through the Iris, from either side of the board, to get to the far side. Most Powers can't be used on or in the Iris, so it's known as a Power-free zone.

Each Iris space connects to 3 Sight Lines, and to the other space of the Iris, skipping over First Sight. Center can only be landed on by Light itself, to win the game. When moving from the Iris to the 3 connected Sight Lines, it's up to the player making the move to decide which Line to follow (it's less complex than it may sound, see diagram on pg 24).

"Your side" of the board means everything on the same side of the Horizon (the one horizontal line across the middle of the Board) as you. Nothing but a Peripheral can move, by itself, onto or through the Horizon. Pieces will get there other ways though, and any piece that ends up on the Horizon can move along it, or from it via Rings.

The Basics 4 - Flash & Capture

When 2 pieces come together on the same space, a Flash occurs, and both players say out loud what their piece is. Until you've played a few times, you'll look at the Quin Key to see if the piece that advanced is able to capture the defending one (in Arcade Mode this is very simple, in 3rd Eye a bit more nuanced). If the attacking piece can't capture the defending one (even if the defender could've taken the attacker if it was their turn), they just reveal and switch places, with the defender moving to the space where the attacker started on that turn. In 3rd Eye, if any 2 of the same piece flash, they mutually destruct (except real Light and Shadows). When any piece flashes a Void, both pieces are captured (except Light and AL, your Void-busters). All removed pieces go to the rival Zero G Board, facing back toward their own side of the table.



Should I Capture?

Positioning and speed will matter most in the race toward Center, not just how many pieces you capture. When in doubt, taking your rival's pieces will most often be in your best interest, but as you play more it will become clear that this choice is not always as simple as it appears.


A few reasons you might not want to capture: So long as their Totem is still in play, any single capture will enable their Resurrection, creating a highway straight to your Gateway, or a chance to use limited Powers again fresh. Capturing 1 Shadow is pretty well always a good idea, a classic power play, but the 2nd one is sometimes a choice to weigh, as it's loss will trigger Accelerated Artificial Light. Also in order to capture, you'll have to reveal your piece, which is not always worth it. Quin is balanced to reward bold play, but even so it's best to think twice before each time you attack.

The Basics 5 - Final Notes & Misc

"Adjacent" anywhere in the rules just means "Next To" on a Sight Line or a Ring, but not at a diagonal. Whether an Iris or Horizon space is considered adjacent depends on the specific rule in question, and should be spelled out clearly either on the Quin Key or within this Guide. Gateways are never adjacent to each other, because there is no Ring connecting them.

The 3 blue particles on either end of the Horizon, at the edges of the board, are not spaces, and can't be moved onto or through. Rings 6, 7 & 8 don't connect to or cross the Horizon.

You can't go onto the Iris and then turn around, toward the same side of the board you came from on a different Sight Line, during the same turn.



Yes, you can choose to pass a turn if you want. No, you can't flash your own pieces.

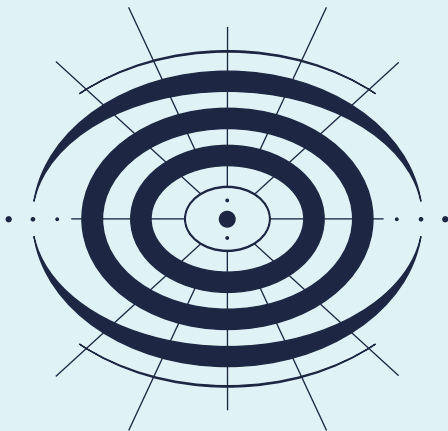
Tie Games are extremely rare in Quin, but not impossible. If at any point you find yourself caught in an infinite loop of repeating moves, and both players agree to call it a Tie, or any other situation presents itself which prevents the game from advancing in any realistic way, so long as both players agree, a Tie may be called. A Tie will not count as a win for either player.


Pieces can't move and use a Power on the same turn, with only the exceptions on the Quin Key. In Arcade this is only the Powers of Time and Resurrection, and in 3rd Eye Mode the Power of Memory is added to this list. In all other cases, any single action will end your turn. For more info on stacking these Powers see Pg 70.

About the Board - The Quin Field

"Your troubles aren't because of where you are. Build character. Who you are will follow you everywhere."

-Novae Quindam





Let's Talk About It - Quin Notation


Quin is played on a game board like no other. So it kind of creates it's own language, and that's where Quin Notation comes in. No need to memorize it, but the basics will help you to understand some parts of this Strategy Guide. They go like this:

There are 8 Rings, counted from the center outward (both sides of each thick gold ring count) R1 to R8. Ring 1 for you is also Ring 1 for your opponent, and Ring 8 is the Ring just past either set of Gateways. 5 Sight Lines, counted from left to right, cross the board, so that SL1 for you is SL1 for your rival as well. Gateways 1 - 5 are also counted left to right, just like Sight Lines (G1 to G5). Iris 1 for you is Iris 2 for your opponent, counted from near to far as you sit at the board, and noted by piece color (BI1 is WI2).

Sight Lines - The Long & Short of It

Sight Lines 2 & 4 don't connect to the Iris. One setup option is to place Light on these, defensively. Often, use G2 & G4 for Time and Voids. Basically, odd numbered SLs are offensive positions, and even numbers are defensive. That makes G2 or G4 great for support pieces, ones that don't need to move, or that move in unusual ways. There is no hard set of rules for most of the setup though. For any preference, there is a consequence to it, which only experience will teach.

SL2 or 4, at Ring 2 near the Iris, is a great mid-game tactical position for Peripherals. Memory or Reflectors are strong on these spaces as well. From SL1 or 5, a Peripheral can reach deep into rival territory around the sides. These are often strong for Shadows, Voids, and Memory as well. From SL3 a Peripheral is able to reach both the left and right Horizon.



SL3 is the hardest to reach with enemy Voids, or Peripheral Slingshots, making it the best Line for offensive Light strats, though it is still susceptible to any quick Shadow advances.

If you can get a Reflector Slingshotted to the far side (pg 42), you can use any Sight Line to funnel AL across, skipping the Iris. Odd # Gateways are generally the best for bringing in AL, but for this Reflector strat, G2 & G4 work just as well. Reflect Light across to the rival R1, with a Reflector on R2, and you land with a screen in place, in striking distance of First Sight.

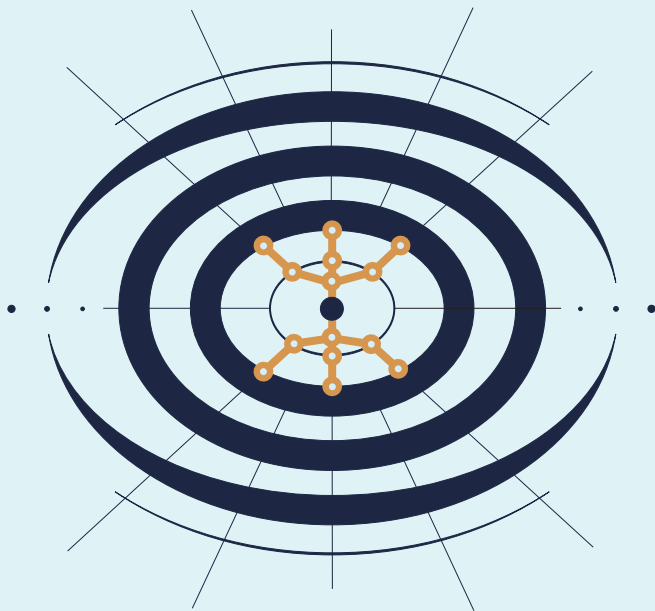
If you tuck Light away behind a Void on SL2, it will be very hard to get to. Just be sure you have Memory or a Reflector in play, to get it where you need it fast when you're ready. Protecting Light with a Reflector screen is often effective too, and increases mobility instead of limiting it.

The Iris

All pieces can move through the Iris, to get to the other side of the board. So these are the 2 most powerful spaces. Each Iris space gives you access to 3 Sight Lines, and the other Iris space. First Sight (Center) can only be reached by Light.

Some questions that might come up include: You can't enter and exit the Iris from the same side of the board, on a single turn. The Iris is a Power-free Zone, because pieces on the Iris are immune to Time, Void Gravity, Memory Swaps & Reflectors. These can't be used on, from or into the Iris. Time can use its Power even when on the Iris, but its target can't be on the Iris. Nothing can be moved onto it or through it by Time's Power. Voids moving through the Iris can't cast Gravity until they reach Ring One, and Gravity can't land Voids on either Iris space, ever. Reflectors & Voids can use their Powers across the Iris, to the other side of the board, but not in it.

Moving Across the Iris



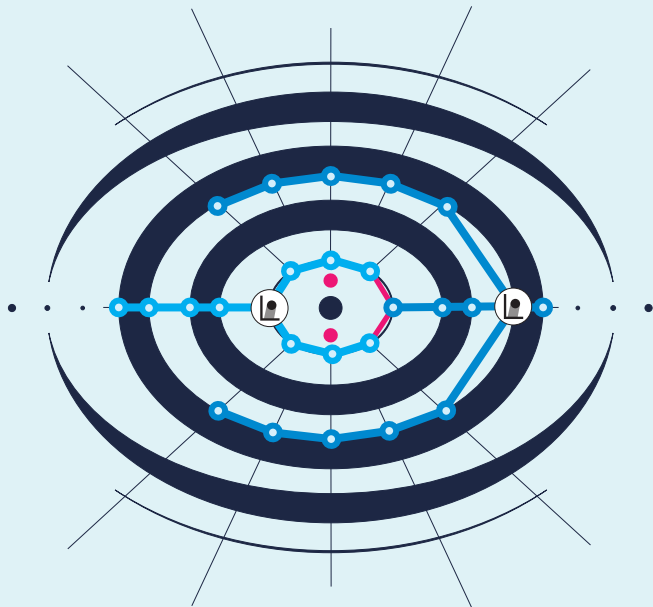
The Horizon Line

The Horizon, that line across the middle of the board, is unique in multiple ways. It can't be reached directly by any piece but the Peripheral.

Some questions that may come up include: Any piece that is on it can move or flash from the Horizon, along Rings as a normal move. Get any piece onto the Horizon by Swapping Memory with a Peripheral, then Swapping the other piece with Memory. Flash a rival from the Horizon with a non-capture piece, to swap them onto it. Void Gravity can land Voids on the Horizon, if cast from SL1 or SL5, so groups of Voids are able to "drift" over it in this way, but single Voids can't just move to the Horizon on their own. Any of these scenarios can be well worth the setup, creating strong positions or shortening the path to the rival side of the board. See the sections for each piece (pg 31 - 67) for details.

Moving From or On the Horizon

These are two hypothetical depictions
of Shadows on the Horizon.



Ring One


The 1st Ring outside of the Iris is in striking distance of First Sight. If Memory, Light, or even a Reflector are allowed to land on Ring 1, they can often win in 1 or 2 moves. So you should keep a Shadow within range of the opposite side of R1, and anything that sets foot there should be flashed, to be safe. A Peripheral on the Horizon at Ring 1 is a check against advances, able to reach any of the 6 R1 spaces, and both Iris spaces at once. R1 is shielded from SL2 & SL4 entirely, so if you take a Shadow to SL2 or 4, bring it back quickly so that it can defend R1 and the Iris. The Horizon at R1 does not connect to the Iris, except for a Peripheral's diagonal move. Going from the Horizon at R1 to either Iris space is at least 2 moves for all other pieces.

Gateways & Resurrection

The 5 spaces closest to you are your Gateways, the only spaces through which Reinforcements can come into play. Bring in a single Reinforcement from your Zero G, as your move, at any time.

Turn your Totem once per game to Resurrect a lost piece, on an open Gateway on your rival's side. Defend against this by keeping all of your Gateways closed, with Towers on them.

Try Resurrecting any of your different pieces for unique strategic options. Used with Clones and stackable, tactical Powers (Time & Memory) players can create openings, captures, and mount comebacks in ways that may hardly seem fair, with a little foresight and sacrifice, and a good poker face.



For advanced players: Always be ready for your opponent's Resurrection, managing your Gateways with this in mind. One method is to plan to get the pieces you want off of your Gateways early, and then close them all at once. By starting with 4 or 5 Voids on your Gateways, and executing a fast Gravity advance, you might clear your Gs and then fill them back in with AL (the only piece that can Reinforce with more than one at a time) in only a few moves, shutting down your opponent's options with minimal tactical sacrifice on your end.

Offensively, keep a watch on their open Gs, and turn your Totem when you have the chance. A well played Totem gives you an extra piece, and the ability to use it right away. Try not to let games end with your Totem unturned. In the chaos of a good game of Quin, cooler, more personal Totems can be harder to forget! So choose your item well. Shadows can be hard to kill, but when a Totem brings a 3rd one from the back, without warning, they can seem downright immortal.

Reinforcements

On your turn, bring in any piece of your choice, from your Zero G, onto an open Gateway on your side of the board. Any single Reinforcement will end your turn (except for AL, which can Reinforce in numbers).

If you leave Light off of the board at the start of a game, you can empower your lineup with a whole extra piece, but you'll find it's often best to bring Light in as a Reinforcement sometime early, or risk missing a window to win. As with everything else in Quin, this quickly becomes a battle against predictability. Whatever may have worked for you before, learn from it, but do something different in your next game anyway.

Let's Talk About the Pieces

"If the measure of a tool is what it can build, the measure of a person will be in the tools they choose."

- Seeker Handbook

Light



AL



Memory



Shadow



Time



Peripheral



Reflector



Void

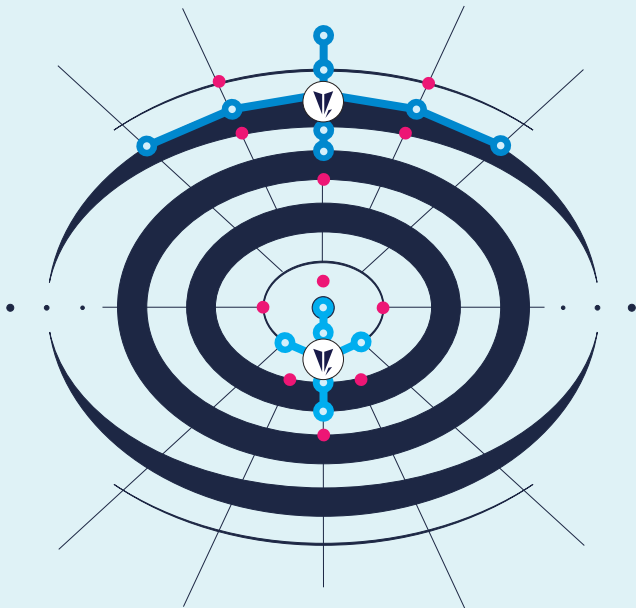


On the following pages we'll take a deeper look at each of the pieces in your Quin Lineup, how to use them most effectively, and how they interact with the others.



Light Movement Map

These are two hypothetical placements to illustrate the range of your Light, and do not cover all possibilities.





Let the True Light Shine

Nothing is more important in a game of Quin, than the Light. With so many options at your disposal, it's easy to forget that First Sight is only 5 moves away at the start. So in any series of games, you'll do well to attempt a true rush at least once. When you do this, unless your opponent is a perfect noob and you have no mercy, never lead with your Light itself. Instead, use a Reflector or Memory to get within 2 spaces, flanked by a Shadow or Peripheral, and only then bring your Light forward. This can be done in a variety of ways, with Memory rushes often still in 5 moves or less. If your opponent has only brought forward 1 Shadow, a Reflector Rush may work, bringing the Light up behind, so that if the Shadow strikes, Light can then take it without much risk. If the 2nd Shadow presents itself then, you may withdraw with a Memory Swap, or a 2nd Reflector at the Gateway.



If your friend is a touch too sophisticated to fall for that, you can make the rush harder to penetrate with a Shadow screen - placing your Shadow on the far side of the Iris, blocking them from reaching you. A 2 Shadow screen is twice as effective, provided you don't get in your own way. Always be ready for Time to delay you 3 spaces (in 3rd Eye Mode) keeping an eye on any rival pieces lining up 3 Rings back from your advancing Light. Using a Reflector is a good block against Time, if you Reflect to land in front of it on the Sight Line. If their Totem is still in play, keep the Gateway behind Light blocked at all cost.

While it may be tempting to withhold Light from the board for the whole game, we recommend Light on the board, not always at the start, but by midgame, to seize any chances. If your rival realizes you have no Light in play, they can focus everything on defense with no fear.



Light is the single most dangerous offensive piece in 3rd Eye, though far from the fastest, being able to capture literally any other piece, even Voids and rival Light. Still you'll need to keep it hidden, being quickly outrun by Shadows or Accelerated AL. Don't hesitate to attack with Light when the time is right, or as a final defense.

Memory Swapping Light to the Horizon Line is often unexpected, and keeps it out of reach for most pieces. While on R1 at the Horizon, it's only 2 moves from First Sight and relatively safe.

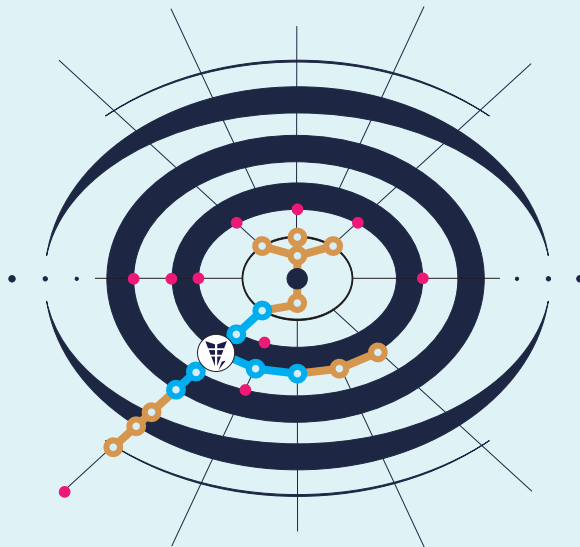
Watch your opponent carefully, for them to reveal their Light. Anything that moves 2 spaces in the open, flash with your Shadow. None of these pieces can hurt your Shadow unless they get the first move. Using a 2-step fake Light like this as bait for rival Shadows, setting a trap by keeping your Peripheral at a diagonal, can be very effective at securing the 1 Shadow edge.



When your friend puts a Shadow on your side of the board, and you realize in a sweat that there is nothing between it and your Light, remember that the worst possible thing to do is reveal your Light. Quickly moving it away, rushing something in to block it, or staring at it while feverishly muttering to yourself, are sure paths to defeat. Do your best to play it cool, unless you really think they are about to go for the kill, in which case don't be cool anymore and just run! Seriously, running from a Shadow isn't useless. Light can be surprisingly hard to corner. What works even better though, is a screen, a Swap, or deception. Put anything in the space right in front of your Light, and the Shadow will be helpless to get through it without becoming Light fodder. Swap with Memory only if you can get to a safe zone, a blocked-in Gateway or the Horizon Line. Trick them. Bluff by moving something else away, as if it were your Light. Pretend to be a Void by moving 1 space forward. Sometimes a new offense is better than a reflexive defense.

AL Movement Map

This is one hypothetical placement to illustrate the range of your Artificial Light, and does not cover all possibilities.



● Accelerated Movement



Meet AL

Slow to Start but Hard to Stop

Artificial Light (we call them AL for short), can't join the game until at least the 2nd move, but by the end can be almost like having 4 new Shadows (5 with a Clone). With open Gateways, you can bring 4 or 5 AL in at the same time, in one move. If you can get a few AL on the board, feel free to play loose with your Shadows. In fact, if you see your opponent bring in 4 AL, it may be smart to leave their 2nd Shadow alone! 4 AL, Accelerated to a Moves max of 5, plus Reflectors, can be far harder to deal with than 1 Shadow. If you can delay that Acceleration by even 1 move, by making their Shadow come to you instead of attacking it, or by flashing it to an inconvenient place with your own Shadow, it could make all the difference in the power play dynamics of the game.



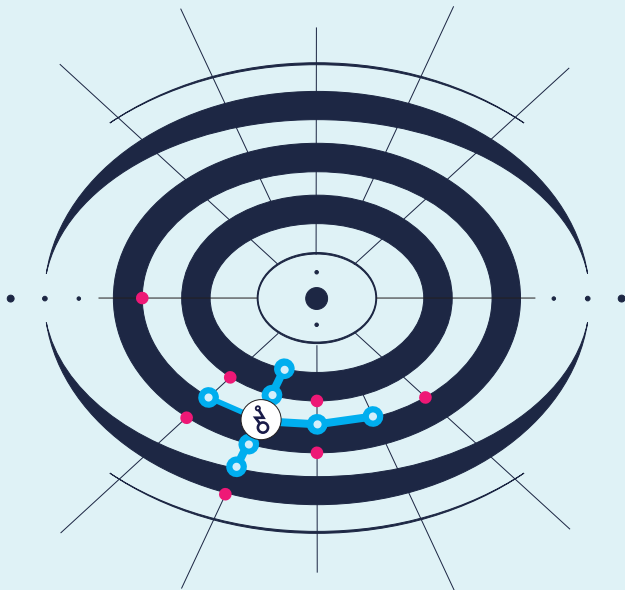
It can be hard to decide sometimes if that Shadow is better alive or dead. High level Quin play is not always about taking all of your rival's pieces. It's about choices, and consequences that aren't always so straight forward. I've seen Shadows dive right into Void fields, only to come back 2 moves later with an attack from my own Gateway thanks to the Totem (AL does slow down again if 1 of your Shadows comes back).

AL is strong in numbers against Void clusters as well, immune to their mutual destruction. AL will be vulnerable to neighbor Voids though, when the dust settles.

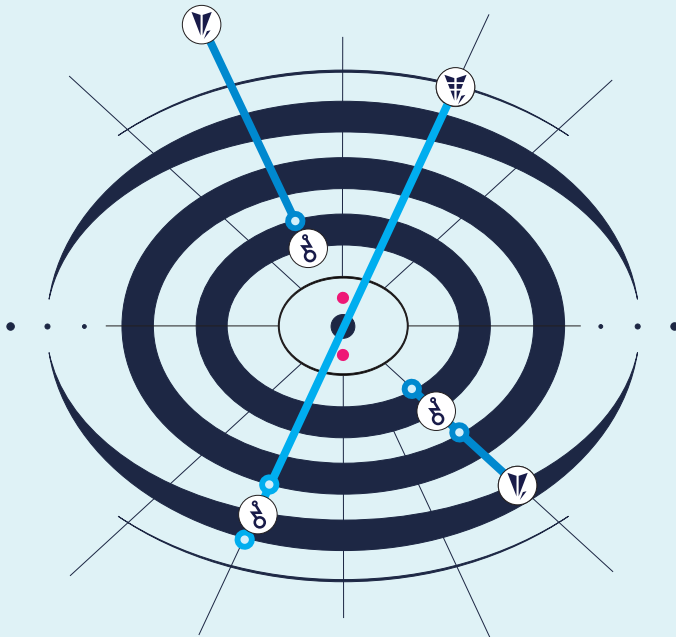
With all of that said, it's easy to forget AL's original purpose, pretending to be Light. With AL, you need to plan ahead. Are you going for the late game blitz? If so, invest in that Clone. Or bring 1 or 2 Artificial Light in just to confuse your friend with a Reflector psyche-out. Drop AL in front of a Reflector, and real Light behind, for a tough duo.

Reflector Movement Map

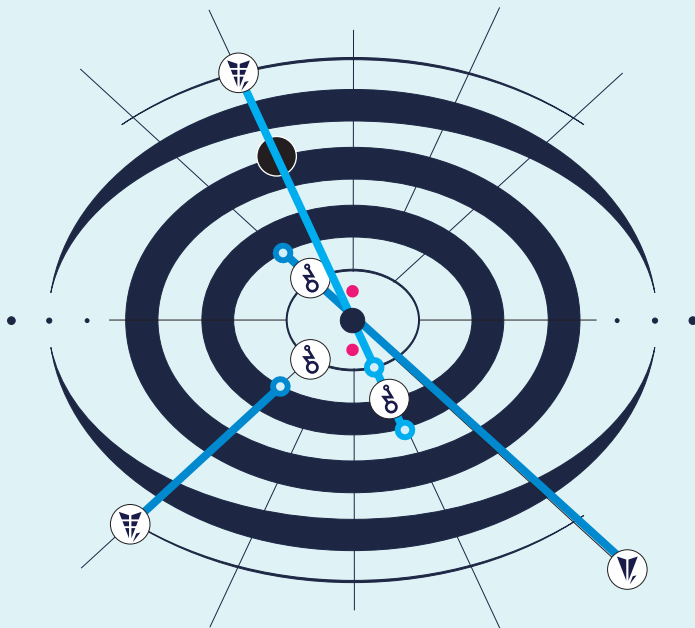
This is one hypothetical placement to illustrate the range of your Reflector, and does not cover all possibilities.



Power Map - Reflecting Light



Power Map 2 - Reflecting Light



Reflectors - Support & Surprise

Reflect your Light or AL forward, to a space on either side of the Reflector, on a single Sight Line. Use this Power to flash rival pieces by landing Light or AL right on them. The Reflector is a natural rush piece, a safe way to get Light advanced to First Sight at less risk, but don't underestimate a well-positioned Reflector in the late game, when Artificial Light is on the field. A Reflector can not just bring the AL forward, all the way across the board, but it can also defend it. By landing your AL on the space behind the Reflector, you force any advancing piece to go through it first, giving your AL a chance to attack. With an AL in this spot, another one can come up in the forward position. Add to this the ability to stand up to late game attacks from AL itself, and the Reflector is a potent screen, in skilled hands. Try Resurrecting one, and you'll have access to your rival's back door, for as many AL as you can get across.

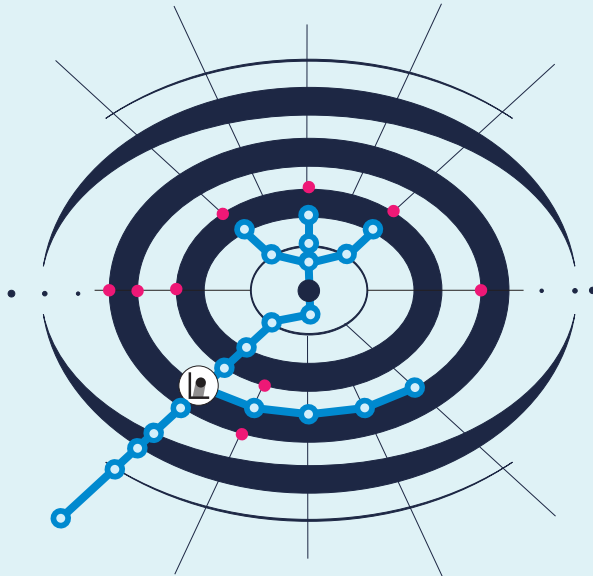
You can't Reflect Light or AL to either space of the Iris. A Reflector that is on the Iris can't use its Power, until it gets to Ring One. Along the Horizon, or across the Horizon Line, it can. A Reflector (or other piece) can use it's Power on the same turn after being Memory Swapped, though like any other piece it can't move right away after being Swapped. Reflecting always ends your turn.

Reflected pieces jump any pieces along the way. Reflect to move Light or AL even short distances, maybe just from 1 side of the Reflector to the other. Try starting a Reflector behind your Light, and use it as a retreat if there's trouble.

Advance a Reflector to Ring 2 or 3 and move it from side to side, after bringing in a group of AL on your Gs, moving them up fast. This group of AL is poised to dominate after their Accelleration. Few defenses can stand up to that assault.

Shadow Movement Map

This is one hypothetical placement to illustrate the range of your Shadow, and does not cover all possible arrangements.





The Shadow - Out of the Dark

Your Shadows are your most essential pieces in the early game, for both offense and defense, so don't be afraid to use them. Often play both Shadows on the forward ring of your starting spaces, on SL 1, 3 or 5. One strategy is to bring 1 Shadow forward 3 spaces - R5 - early. That is enough to defend most Light or Memory rushes, by reaching just past your friend's Iris to their R1, without giving away your Shadow's identity. If your rival does not appear to have a Shadow played to at least R5, consider a rush.

A lost Shadow is far better than an unused one, and may even prove stronger if captured, and then given a 2nd chance through Resurrection. A live Totem and a captured Shadow are a great way to win against Quin beginners, who take everything and leave Gs unguarded.



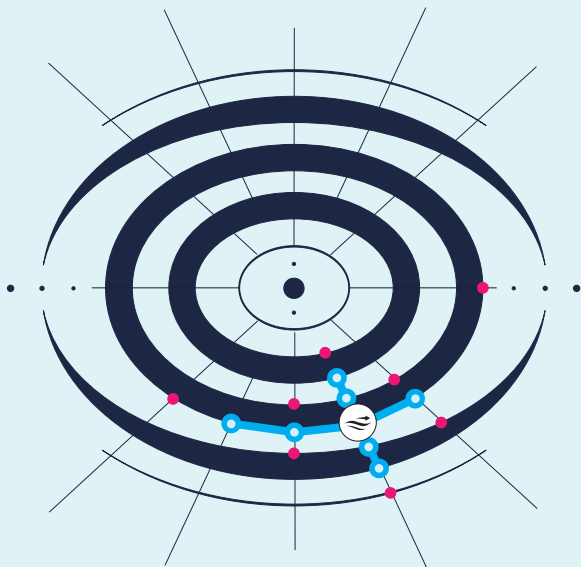
Try using your first 2 moves to take both Shadows 6 or 7 spaces forward. Giving away the position of Shadows can actually be empowering. In forward positions, you can strike almost anywhere. What's that piece coming at you? Don't wait, test it with a Shadow (if it's a 2 or faster, anyway). Are your friend's Shadows moving in? Hit them strategically with your own, to put them right where you want them, or to steal the good position.

Combined with Memory, a Shadow's quick movement can be even more of a threat. A Shadow rush, followed by a Memory Swap, can put any piece you want within striking distance of the Iris, without exposing it to much risk, in 3 moves. This is what we generally mean by a Memory rush. Counter this with your own Shadows, if you see it coming your way. Because of this risk, SL 2 & 4 are great for more guarded Memory rushes, giving you a chance to defend or avoid rival Shadows.

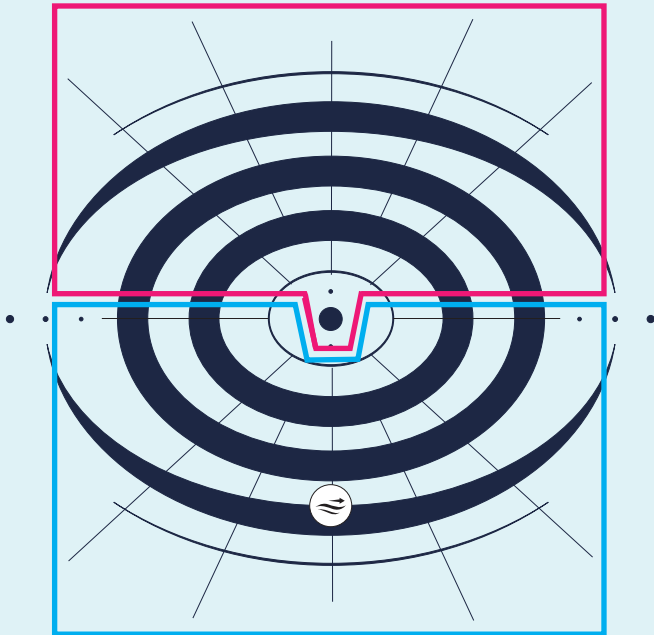


Memory Movement Map

This is one hypothetical placement to illustrate the range of your Memory, and does not cover all possible arrangements or Powers.



Power Map - Memory Swap





Memory - Power in Awareness

Memory has no attack, but is often one of the most powerful pieces on the field, able to swap positions with others.

Swap with a Peripheral, onto the Horizon, and your Memory gets access to the entire board. Swap a slow Void or Time to the Horizon, then move them to your rival's side. Or rescue any piece that might be too far forward.

Memory Swaps allow for moves that are faster than a Shadow. However a reckless Memory is defenseless, so don't reveal it until you're ready. With just two chances to use its Power in 3rd Eye Mode, and no attack, Memory is nearly useless afterward.



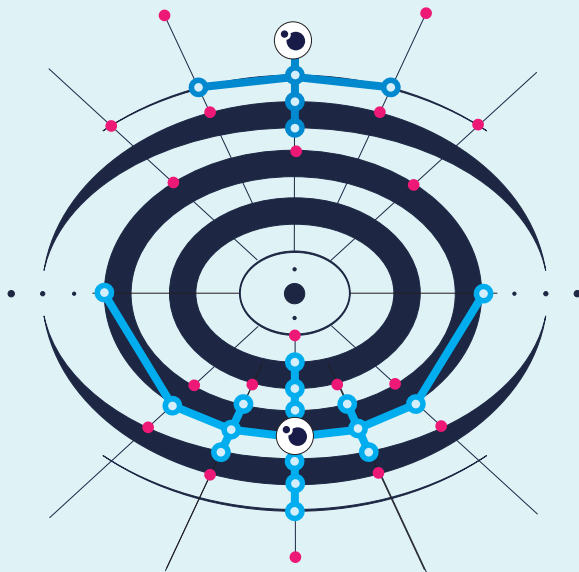
So plan your Swap carefully, and don't forget when you've already used it once. If you see your rival run 3 Memory Swaps in 3rd Eye Mode, call them on it. This is possible with a Clone or Resurrection, but could be an error. Quin pros will always count Swaps, paying close attention to where they occur.

Some Quin players may want to exclude Memory as a Clone, if it proves too tempting to cheat, or too complex to track, but pros insist the power of the Cloned Memory is worth the upkeep, as a part of the full Quin options.

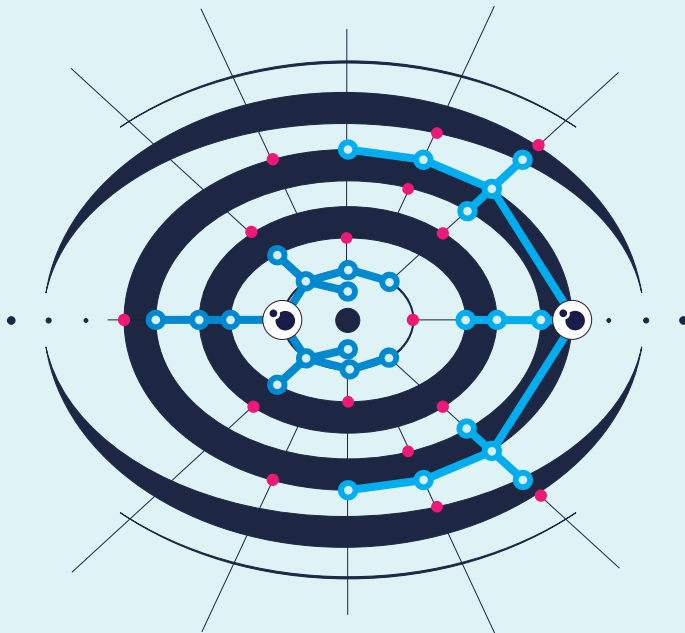
Remember that a Memory Swap does not end your turn in 3rd Eye. Use this to your advantage. You can't move the piece you Swap right away, but you can use its Power. Swap with a Void and use Gravity in the same turn! Or swap with a Reflector or Light and Reflect your Light right away. Combine Memory with Time or Resurrection to chain Powers. With Clones this can turn a match.

Peripheral Movement Map

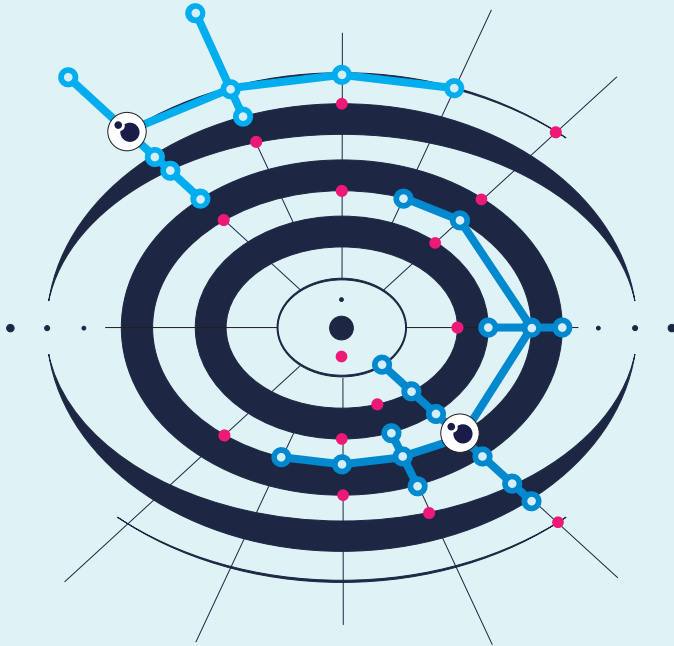
These are hypothetical placements to illustrate the range of your Peripheral, and do not cover all possible arrangements or Powers.



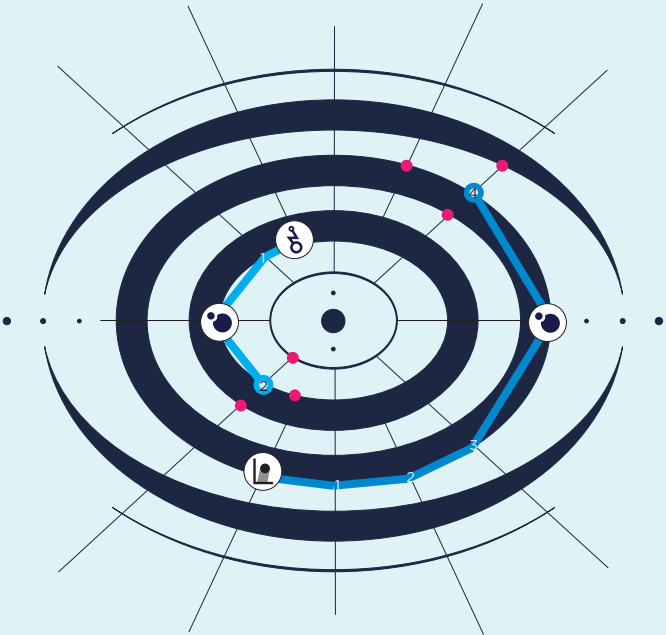
Peripheral Movement Map 2



Peripheral Movement Map 3



Power Map - Peripheral Slingshot





The Unexpected Peripheral

The Peripheral can cross the Horizon, Slingshot other pieces, move at diagonals, and capture Shadows. A good Slingshot can funnel other pieces to the far side of the Horizon.

A Slingshot does not allow your pieces to jump over anything other than the Peripheral itself, but you can land on an opposing piece on the 1st space past the Horizon, and flash it immediately.

Flash your rival's piece from the Horizon to transfer them to it, or from the far side of the board even, across the Horizon, and leave them stranded on your side. Peripherals have the 2nd best Moves #, at 3, and can move at short diagonals, or across the Horizon, like no other. This makes them powerful scouts.



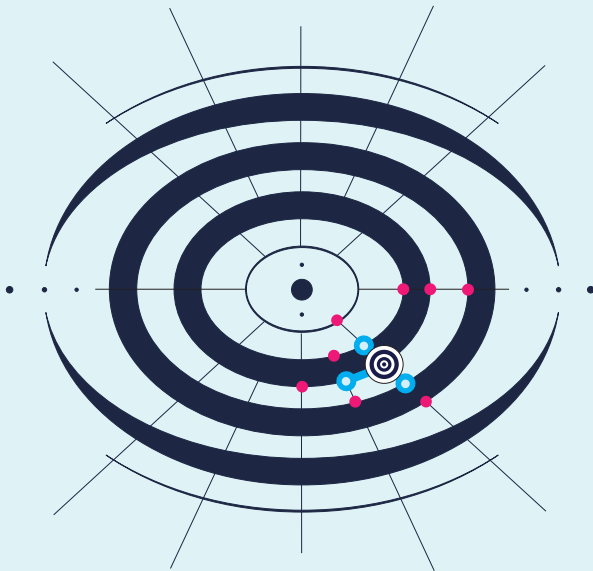
Peripherals in 3rd Eye are Shadow-killers. The Shadow is the only piece a Peripheral can capture, and even though the Shadow is more than twice as fast, the uniquely flexible movement of the Peripheral makes them more than a match. Try putting your Peripheral on the Horizon at R1. You'll be protected against most attacks, and from there you can reach all six spaces of R1, as well as both Iris spaces - a hard counter to keep your rival's Shadows from screening the Iris. Peripherals are great to stop other Peripherals on the Horizon, though they mutually annihilate. Remember in 3rd Eye that if Light is flashed by a Peripheral, they only swap places. The game goes on.

Try a Shadow swap with a rival Shadow, landing it diagonal to your unrevealed Peripheral, and capture it on the next move. Once you've taught them to fear this, flash them to a diagonal from harmless pieces, and watch them run. Peripherals in Arcade Mode have fewer Powers - neither Slingshots or diagonals - but can capture any piece, not only Shadows.

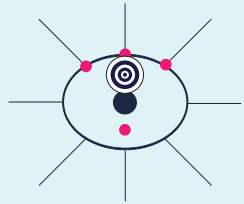
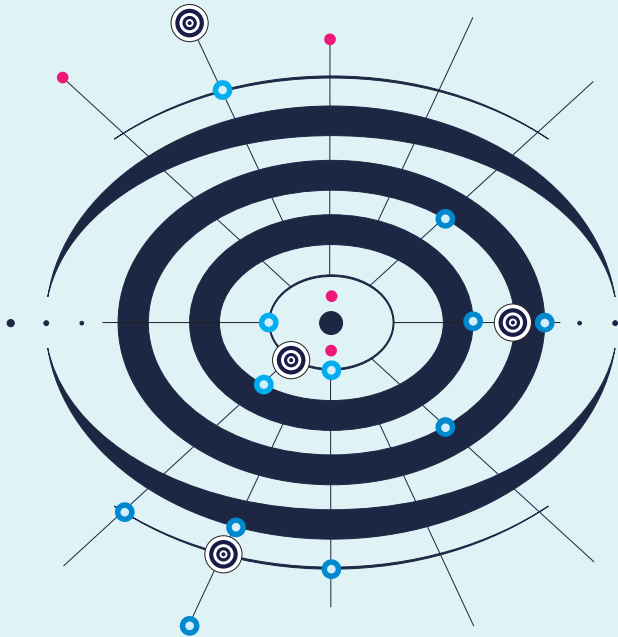


Void Movement Map

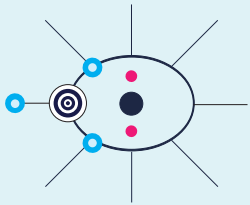
This is one hypothetical placement to illustrate the range of your Voids, and does not cover all possible arrangements or Powers.



Power Map - Void Gravity



Iris Diagram





Voids - About Space & Time

Voids mutually destruct with almost any piece that flashes them. Some Quin players won't risk running into a Void in the early game, until they have no choice. Be patient, Light Seeker.

Play a Shadow to Memory rush, and consider Swapping in a Void instead of Light. Follow up with Void Gravity, and you can quickly dominate the entire center of the board. It is a bit harder to get that Void across to the other side of the Iris or Horizon, but all it takes is 1. Where there is 1 Void, there can instantly be 4 (or 5 with a Clone). Set up a Void cluster across Ring 1, and walk your Light right in. Try drifting your Voids across the Horizon, using Gravity a few turns in a row, starting on SL 1 or 5, instead of the much slower path directly across the Iris.



Voids are both the fastest and slowest pieces in your lineup, able to jump across the entire board at once with a proper setup, but only moving 1 space per turn on their own - able to cross the Horizon together but not individually. You can cast Gravity as many times as you want (once per turn), anywhere at all except for the Iris.

Void Gravity also gives you the ability to empty up to 4 of your Gateways in one move. On the next turn, bring in 4 Artificial Light at once. It's not subtle, but it is the strongest reinforcement maneuver.

Try positioning 2 Voids in opposite areas, like SL1 & 5, or the near and far sides of R8. Use Gravity to swing all the other Voids back and forth instantly, defending both sides.

Terrorized by a rival using lots of Voids? There is always a counter in Quin. Use Light or AL to cut through them. But be wary of Voids next to each other. You can take out 1, but the 2nd may still get you on their turn.



An advanced and dangerous Void play is the Amoeba. Get 1 Void where you want it, like next to the Horizon, then Gravity another to it, in this case to the Horizon itself. Next move, Gravity a 3rd Void to the opposite side. Now you can Gravity them all over to that side. By continuing to use the Power in subsequent turns, you can swing 1 or more Voids around the mass of them in all sorts of creative ways. This isn't fast, but it's very powerful, creating a cloud of mutual destruction, moving all together across your rival's side.

Voids are a surprisingly awesome Resurrection piece. Bring one back on your rival's Gateway, and then use Gravity to bring another one over! You can have all of your Voids clustered at their Ring 7 or 8 in 2 or 3 moves.

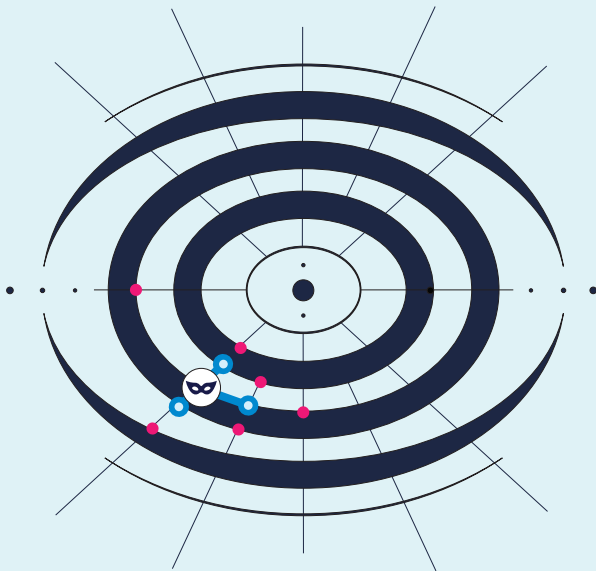
Opponent blocked the Iris with their Void line? Don't be afraid to knock them down, even by sacrificing Towers.

In Arcade there is no Gravity, so pair Voids with your endless Memory Swaps, jumping them around the field at will.

Time Movement Map

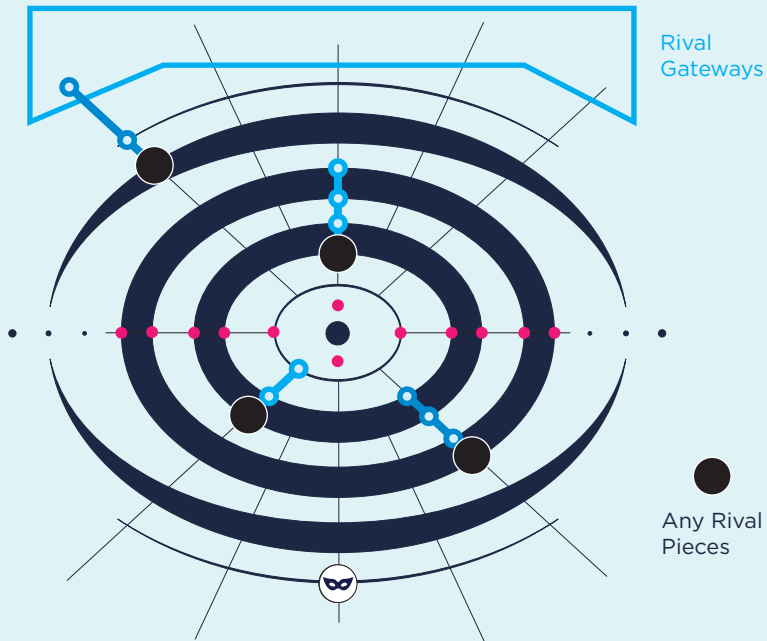


This is one hypothetical placement to illustrate the range of your Time, and does not cover all possible arrangements or Powers.





Power Map - Time





Time - A Thief or a Healer?

More indestructible than the Void itself, but slower than a cold day in detention, Time is the hardest piece to capture in 3rd Eye, immune to Shadows and Artificial Light. Even so, as a defender Time is limited. Though it captures all but Voids, it still must lay in wait, being outrun by any piece.

However, its unique Power of Time is one of the most useful available. Remember the limits, and don't give away your move until you mean it. In 3rd Eye you can't cast Time on someone on the Horizon, or in the Iris, or to move them into, or out of, the Iris. You can't use Time to make a piece jump over any other, so Light or AL that has just landed past a Reflector can't be forced back over it, making Reflectors powerful screens against Time in 3rd Eye.

Using its Power kills Time, removing it to the rival Zero G, but it can be Resurrected after 1 turn like any other piece.



In 3rd Eye Mode, Time always moves enemy pieces back toward THEIR Gateways, even on your side of the board. It's rarely very useful against Shadows. They're just too fast. Still, you'll never want to be without it. Using this Power does not end your turn.

Whenever you find yourself about to lose, or in any tight spot without recourse, ask yourself, "Do I have Time?" You'll be amazed what a couple extra moves can do. By Cloning and Resurrecting it, you can max out at 3 Time Powers in a single game. Time has the best range of any Power in Quin.

Set up a capture a few spaces back from the piece you want. Then use Time to send their piece backward right into range, and take them out on the same move. Catch Light off guard with this, especially if you do it by Resurrecting Time, late in the game, and you may even win a match you were about to lose! It's just another reason to be very careful when you reveal your Light. Does your rival still have Time?



Unlike Memory, when Time is spent it leaves the board. This can be used to your advantage, with good planning, freeing up a Gateway, or removing itself as a screen, without ending your turn.

Arcade Mode simplifies the Power to a reversal of your opponent's very last move, with the only limits being that you can't use it if they just captured a piece, or against a Shadow. When the Power of Time is attempted against a Shadow in Arcade Mode, the Shadow is revealed and Time is forfeit, removed to the rival Zero G as used. Any other single move or single Power may be rewound, one time. It must be the last thing the other player did on their turn, then you lose Time, but get to play your turn as normal.

Time in Arcade Mode can't rewind Light taking First Sight either. Light taking First Sight ends the game in a victory for that player, immune to Time.



Clones

Customize your lineup by Cloning a piece of your choice at the start, and removing a piece (other than Light or Shadow).

Clone Time or Memory, unless you have a plan for 5 Voids or a 5 AL blitz, which can both be harder to pull off than they sound (though very effective when done right). Memory & Time both will give you a 2nd copy of 1 of the most powerful pieces, so just grab it and don't overthink it. Of these, if you're still not sure, take Time for defense, or Memory for offense. But don't take the same Clone every game. Be unpredictable, if you want to win. Whatever your Clone, do your best to use it before the end of the game. In Arcade, it's not possible to stack 2 Time Powers on the same move, even with a Clone or Resurrection (because you can only rewind the very last move!), and a single Memory Swap will also always end your turn. The best defense in 3rd Eye is a good eye, & using counters (see pg 85).



With a Cloned Memory, you'll have 4 Swaps to use in 3rd Eye Mode. You may want to set 1 Memory up on the Horizon, by Swapping a Peripheral, giving yourself a free rescue or advance on either side of the board. Remember in 3rd Eye you can make 1 Swap with each Memory in the same turn, if you like, but not 2 with the same one, and 2 total with each during the game. Even if you make 1 Swap each, you still get to take your turn, moving any piece that wasn't Swapped, or using any Power. There is no rule against Swapping the same piece with both Memories in a turn, but it is only useful in conjunction with one on and one past the Horizon (worth the setup sometimes!). In Arcade, any Swap ends your turn and there are no overall limits, so it's much easier to track, even with Clones.

Almost as important as the choice of Clone, is the choice of what to remove for it. Remember that it can be any piece, other than Light or Shadow. The more specialized and unexpected your Lineup, the harder it can be to counter.



End of a Turn & Stacking Powers

Your turn is over after any single action - moving a piece on a Ring, SL, Horizon or Iris space, using a Power or Reinforcement, or any flash or capture - with only the exceptions listed on your Key. In 3rd Eye, a Memory Swap never ends your turn, and after it you can still use any Power, or move any piece other than the ones you just Swapped. Using the Power of Time also never ends your turn, but it does remove Time from the board right then, mid-turn. Using your Totem to Resurrect any piece does not end your turn either. These 3 Powers, and their Clones, may be used one after another on the same turn, in any order, but moving a piece will be the last thing you do in any case. Void Gravity always ends your turn, as with any Reflection, a Peripheral Slingshot, or bringing in any Reinforcement. With these rules in mind, Quin pros will often stack Powers to devastating effect.

So, Which Ones Do I Use?

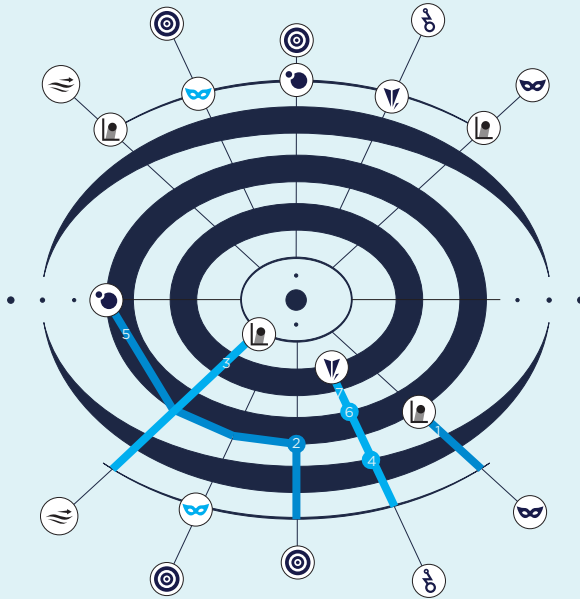
Well, that's up to you, but here are a few good tips: Quin is designed for tournament play, with a variety of strategies that only reveal themselves in consecutive games. So be unpredictable. Be aggressive, most games, and Quin will often reward you for it, but be coordinated. A game can last anywhere from 4 to 50+ moves, but even in long games there are generally few if any to waste. A highly specialized lineup will be harder to counter, but less able to adapt.

Say in game 1 you play 5 Voids, Memory and Light at the start. Run a Void Powerplay near the Iris, after a Memory rush, then move your Light up, with AL in reserve. In game 2 then, slow down with Cloned Time and a Peripheral Slingshot to get just 2 Voids to your opponent's side of the board. Finally, in game 3 you want to catch them off guard with a Memory to Reflector rush, followed by Light. By adapting to you each time, the other player will become a sitting duck.

And Where Do I Put Them?

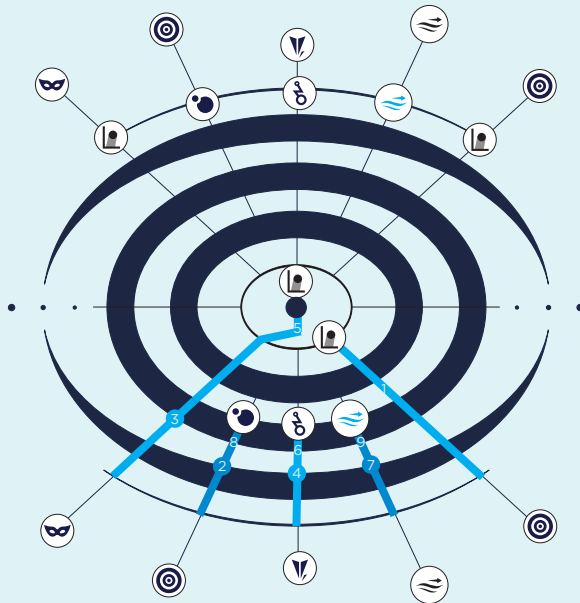
Your pieces should compliment each other, working together toward the same goal. You'll quickly find that where you start your pieces is an art more than a science, but some guidelines still hold. Start Time at the back, most often. The only way it's going too far is with a Memory Swap anyway. 1 forward Void is enough, to bring them all later, and while Memory is the fastest way to do this, it can be well worth the moves to get a Void next to the Horizon, 1 space at a time. Memory can also be played at the rear, but keep in mind that if you Swap from a Gateway behind another piece, say with a Shadow to grab a sweet position, that Shadow will then be stuck behind a useless screen on the Gateway, where Memory began. Everything is connected, so do your best to stay out of your own way. Top players plan ahead, make bold moves fearlessly, and are always ready to adapt on the fly.

Scenario 1: Setup Like This



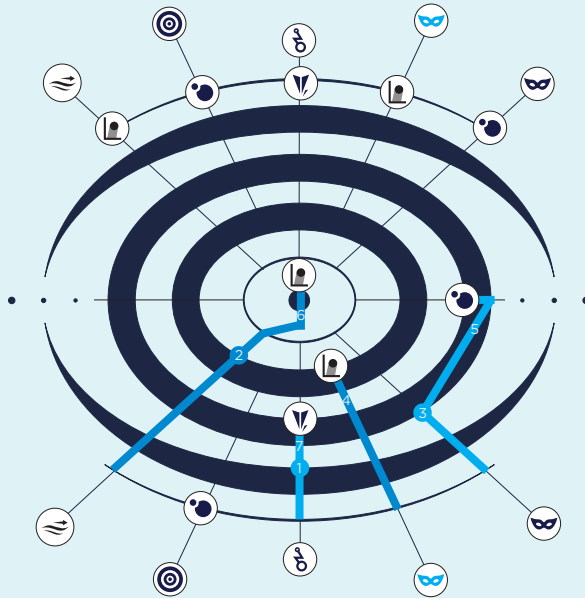
Move like this

Scenario 2: Setup Like This



Move like this

Scenario 3: Setup Like This



Move like this

Bluffing - No Lies, Just Imagination

Beginners sometimes make the mistake of thinking Quin is an easy game to cheat at, but once you get the rules down, spotting an illegal move is generally just a matter of paying attention. Mastering advanced bluffs, however, is essential for high-level play, and much more fun. Move Memory like Light, then Swap out with a Void after drawing their Shadow out of position, maybe diagonal from your Peripheral. Next-level players will learn how to use a strat in game 1, then fake it in game 2 to throw off their opponent. Prep 2 Voids near the Iris after a Memory Swap, and swing them around each other a couple times with Gravity, as a flexible defense. Next game, Swap forward a Reflector instead. Reflect Light up behind, then next turn Reflect it to the front, as if it were a Void. Will your rival let you get to R1 uncontested, thinking it's the same 2-Void defense? Some of the best bluffs are the subtle, small gestures. Count spaces out for a move that doesn't require it, or fake reaching for the wrong piece . . .

Final Thoughts & Loose Threads

Advanced Quin play is governed by probability and wave functions - at least that's what we assume. The short of it is that, unlike some traditional strategy games, thinking ahead more than a few moves in specifics is generally of low use, because the field changes too rapidly. It's more fruitful to build a repertoire of short-term strategies, and mix or match them at will. Build a plan around your Clone, but be ready to respond to anything. Study the art of using every single turn to your advantage. Every move should increase your options, delay or disadvantage your rival, or advance your Light. Many games are over in 15 - 20 moves, so try thinking of that as a timer. Every time you take your rival's piece, move it back, or get in their way, what you are really stealing from them is time. But every time you do so, it will cost you moves yourself. Quin is all about choices, their consequences, and your reactions.

Collectible Totems - Wave One


Bring a Totem when you come to play Quin. We hope you have just the thing. Maybe your favorite collectible or trinket, that otherwise never moves from it's shelf, will see a reason to wipe the dust from it's eyes, and stand proud next to the futuristic designs of Quin.

But we get it, not everyone has a limited edition Zaphod Beeblebrox figurine collecting dust that they'd love to show off. Or maybe you've been representing at the table with a Lando from 1982 that's not as cool as it used to be (until it is). Keep an eye on QuintheGame.com for the first wave of Totems from Arch & Gravity. Featuring original art and quality 3D Printing from local talents, these Limited Edition figures will be a rare and awesome way to round out your Quin setup in style.

Our Sustainable Vision

The pieces of Quin are interchangeable. By allowing you to exchange Faces across your Pawns at will, your lineup can be kept anonymous, no matter what, long term. Even if pieces take damage over time, there is no way to mark them from behind. We hope that Quin is a game you'll keep with you for life, building rivalries that last, so we build every edition with that in mind, with an eye toward quality, precision and minimalism in every aspect.

We're committed to sustainable materials and processes of manufacturing that are kinder to the Earth. Nothing could be more important. Our products are generally recyclable, and use a small amount of resources to begin with. And yes, there's even a contingency plan for the real world, where games, like us, age over time. If you have sustainability suggestions, email us at: info@quinthegame.com



Contact


You've reached the end of the beginning. Thanks for coming this far, but it really doesn't end here. Once you've mastered the basics, you'll find that the number of ways to combine the elements you've learned about here really are endless and grow exponentially with every turn. We hope you'll invent tactics that nobody has tried yet. If you do, be sure to let us know, and maybe your name will appear in the next edition of this Guide!

Visit us on Quin the Game Facebook, @quinthegame on Instagram, and QuintheGame.com, for all the latest news & links, & to converse with the community or join the League. Download the upcoming Quin App (coming soon) and play against people from all over the world! Thanks for coming with us. We look forward to following you from here.

Appendix A - Other Game Modes

Whether you're still practicing, or feel like throwing something fresh into the mix after your first 50 games, there's more than 1 way to play Quin. This section will introduce you to 2 levels of Vision Mode, as well as Gold Rush, All In, King of the Hill, Multiverse & even the advanced Schrodinger variation. Mix and match these rulesets with House Rules for even more ways to play.

Advanced Players? Now's your time to shine. Get creative with it, and send us your suggestions for additional Game Modes to include in future editions of this Guide, or even future Quin Keys. Keep it simple and keep it balanced, but the reigns are in your hands here. Visit QuintheGame.com and fill out the Player Survey to let us know which Modes you like best, or anything else you may have learned in your time with Quin.



Vision Mode

Vision Mode is an alternate way to play, designed to allow everyone to take on the challenge of learning the rules of the game together.

Vision Mode is about playing the game Face Up, with the Faces laid out instead of attached to the pieces. With your pieces revealed at the start, players can hold each other accountable to the rules as they learn. In this Mode you may choose to disregard and remove the Clone (the 4 colorful Face pieces) altogether.

While this is a great way to learn, competitive Vision Mode play actually holds its own with traditional Quin for pure cognitive, abstract play. Without uncertainty in the field, the consequences of longer series of moves may become far more predictable, like classic abstract strategy games.

Vision Mode - Intermediate

Remember that Quin is made for tournaments. If you don't win the first time, another game is just a few minutes away, and what worked for your friend last time probably won't work next time. It's all about learning to adapt as you go, improving with every try.

So when you're both ready, turn up the complexity to the next level, and hide half of your Faces by attaching them to the magnetic Pawns. In this version, hide Light, Artificial Light, Shadows, Voids and Time, while leaving Memory, Reflectors and Peripherals face up, for a mid-level challenge, with some of the deception but less of the memorization inherent in traditional Quin. When you've mastered that, and everyone has built proper trust for a fair game, you're ready to play in full.



Talk It Out

When both players have a good grasp on all the rules, go ahead and try the game in fully hidden play. One last way to keep things a touch easier to manage at this point is to make it a rule that Powers must be named when they are used. In fact many players continue with this rule long into intermediate play. By saying out loud "Void Gravity" or "Memory Swap" when you're doing it, you can both see what is happening without worry that the other player just did something weird and illegal. When you've played a couple dozen games and the rules are becoming your new native language, you'll find even this step is unnecessary, as every move or Power is unique enough to identify itself, and where it doesn't, presents great bluffing opportunities. At that level you're an elite Quin player, so congratulations, and we mean it. But take your time, Seekers, everyone learns at their own pace. The best players are not always the fast learners.

Count with Your Unused Clones

Not just beginners, but anyone, might find it helps to use a manual method to track certain game elements. It can be worth the time to practice good mental notetaking as a game progresses, like how many spaces a piece has gone, or which ones have been revealed. Practice silently repeating intel like that, refreshing yourself on what you know, between turns. Use your unused Clone Faces to count Memory Swaps. Slide one aside, face down, each time you see a Swap. You might even slide them to line up with the SLs where the Swaps occurred. You can track any pieces across Sight Lines in this way, in fact. Just be wary of giving your rival any usable intel on what you see.

"Don't be afraid of losing. Never quit, and you will therefore succeed."

- Tao te Quin



Gold Rush Mode

So you've mastered the base game and you want a new challenge? Try Gold Rush Mode, where SL2 & 4 now connect to the Iris, from Ring 2. With nowhere to hide, offensive strategies take on more importance. The Iris now connects directly to all 5 Sight Lines on either side of the board, and vice versa as well.

All Artificial Light can move 5 by default. AL has a new Power as well, where it can Phase Shift, trading places with real Light at any time! This Power can be used by either AL or real Light, but nothing else, and does end your turn.

Things get crazy fast in the Gold Rush, with potential for aggressive moves like never before.

All In/Locked In Modes

The All In variation is exactly what it sounds like. Instead of leaving 7 pieces off the board at the start, you begin the game with all 17 in play. You'll use all 5 Gateways, Rings 7 & 8, and 2 spaces of Ring 6, your choice. This setup will cause all kinds of changes to the gameplay that will only be obvious after you've tried it, but can be tons of fun, if a little bit wild. It's a great way to learn about effective Line-stacking technique - that is which pieces do well behind others, or in front.

Locked In Mode, on the other hand, is playing with **ONLY** your starting 10 pieces. No Reinforcements! In this version, AL can be played at the start though.



King of the Hill Mode

In King of the Hill Mode, taking First Sight is no longer the end of the game. Now you have to keep it. Try just 2 turns at first. It's harder than it sounds.

In this mode, all pieces can move to First Sight, or skip it to the other side of the Iris, whichever they like. AL and Light both count for the win, as well as both being accelerated after your Shadows are both taken. So you're really going to want to plan the timing for taking your rival's 2nd Shadow in King of the Hill.



Schrodinger Mode

This Mode is inspired by the Uncertainty Principle of Quantum Mechanics. Here, all pieces except Light can move up to 7 spaces, until they are revealed through a flash, or use their Powers. When that happens, they're revealed permanently, faces placed Face up from that turn on, until the end of the game. In this Mode, Artificial Light can be played at the beginning of the game if you want.

Light can only move 2 spaces, so be careful of being obvious about it, if you want to survive.




Multiverse Mode

Multiverse is a Powered Up variation, with fewer restrictions and a couple of extra Powers. Like Arcade Mode, Time now Rewinds the last move your opponent made, and Memory Swaps can be used as many times as you like. Light and Artificial Light can Phase Shift, trading places with each other at any time (this ends your turn). Void Gravity now works in or on the Iris, and on Time as well! Time can't cast it, but can be moved by it as if it were a Void. AL is harder to Accelerate though, needing both Shadows & 1 Memory to be captured before the Power is triggered. Reflectors can now Move 3 spaces per turn. There is a new area, Deep Space, where anything captured by a Void, or any Voids that are captured, go. Your pieces in Deep Space can now be brought back into play as Reinforcements, one per turn no matter what they are.

House Rules

Quin is an entirely new gaming system. From the unique Game Board, to the interchangeable Faces and magnetic Towers, to the mechanics of numerous pieces, nothing can be mistaken for Quin. So we're not self-conscious about the rules. Play it your way. As the Quin Master at your table, especially when you're playing with younger, older, or less gamer-like participants - but not only then, even with experienced gamers - keep an eye out for personal sticking points or anything that is detracting from the progressive fun of the experience, and make adjustments where you think it could help. Develop your own hybrid of all of these rulesets - whatever works best at your house is fine. If you come up with something really sweet though, be sure to let us know via the forms at QuintheGame.com If you want to compete with the community, be sure to practice Arcade or 3rd Eye, but otherwise just have fun with it!



Coming Soon from Arch & Gravity

As a game studio and indie publisher, we're always working on something new. We have books, games and apps in the queue, and will be announcing them one after another as we come to them over the next few years. Keep an eye on ArchandGravity.com for any of the latest info, anytime. Drop a line with any thoughts to archandgravity@gmail.com Follow us at Arch and Gravity Publishing on Facebook and @archandgravity on Instagram. Join the email list at ArchandGravity.com to always stay in the know.

Quin will be receiving add-ons like Totems and the Quin App for worldwide digital matchmaking, followed by the planned Official Expansion, which has yet to be announced with title. Our 2nd major standalone game, codenamed Project: Blue, will be announcing via these email lists.

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Creative Director + Designer

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Quin by Arch & Gravity
Thanks for Playing!

“In all things, have honor. Be true, and the universe itself will align behind you.”

- The Quin Teacher



YOU EXIST IN TIME,
BUT BELONG TO ETERNITY.

- OSHO