

INTRO + SETUP

Be the first to get your Light to First Sight, Center, or capture your opponent's Light, to win. This Quin Key contains the complete rules of Quin, so just read both sides to get started. Welcome to the Rush!

There are 17 pieces belonging to each side in the game of Quin. After deciding their Clones and Resurrection Totem (after reading this Key), players choose 10 pieces to begin the game, and place them in any order they like on their 10 Starting Points, with symbols hidden from the other player's view at all times. The 7 remaining pieces go to their Zero Gravity Card, including all of their Artificial Light, and 3 other pieces of their choice.

To choose who goes first, both players must drink a small glass of water. The exact amount is up to you, but generally they should be of equal size. Whoever finishes first, chooses who goes first. In later games, the previous loser chooses.

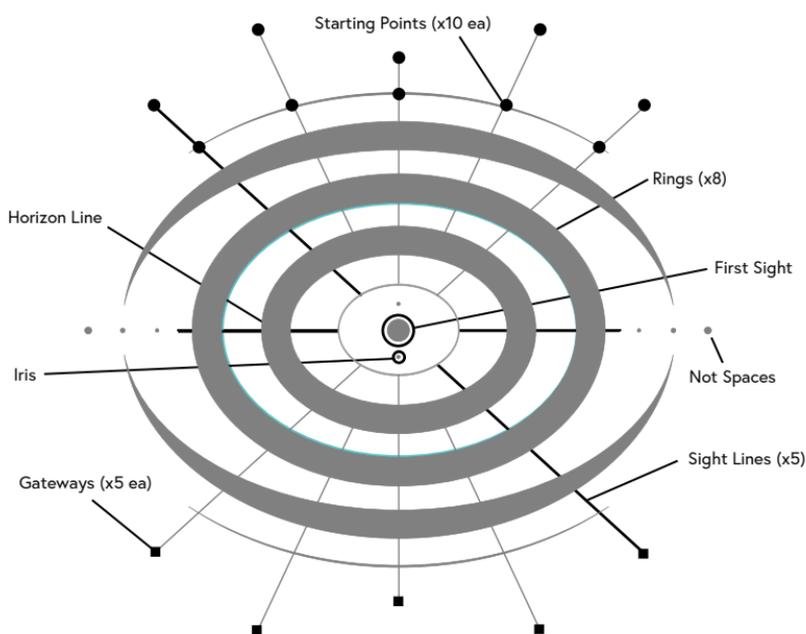
Players alternate turns. Pieces move along Sight Lines, forward or backward, and sideways on Rings. At each intersection is a silver circle, and these are the spaces. In most cases you can't jump, or change direction during a move, but only go in one direction to adjacent spaces, up to as many as the Moves # of that piece. Your turn is over after any move, flash, capture or Power, except when using the Powers of Time, Memory or Resurrection.

CAPTURE + REVEAL

When 2 opposing pieces converge on a single space, a "flash" occurs, and both pieces are revealed. If the attacking piece captures (see reverse for individual capture rules), the defending piece is removed from the board. 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, except for Voids - or if 2 of the same kind of piece flash - they mutually destruct, removing both attacker and defender from the board. All captured or otherwise removed pieces go to the opposing Zero Gravity card, face forward. Memory and Reflectors don't capture anything, but will flash just to reveal and swap places.

RESURRECTION

Each player has a Resurrection Totem to use, once per game. On their turn they may bring back a piece captured by their rival, so long as one of their rival's Gateways is open, and place it on that space. If more than one rival Gateway is open, the Resurrecting player takes their pick. Then they play their turn as normal, possibly attacking with the Resurrected piece, or using its Power. Resurrected pieces are able to use any of their Powers as a new piece. Bring your own Totem when you come to play Quin. This could be any item, like a prism, figurine, toy or giant teddy bear. It's completely up to you, but it needs to be at the table to be used. To signify it's use, the Totem should be turned away from the game. A piece that has just been captured may not be Resurrected on the very next move.



IRIS + HORIZON + GATEWAY

Center, and the 2 particles orbiting it, are also spaces. Light is the only piece that can land on First Sight. All others cross center by moving from 1 of the 2 Iris spaces to the other, skipping First Sight. Each Iris space connects to the 3 Sight Lines on the same side of the board, and the player moving the piece chooses which Sight Line to follow as they exit the Iris. The Horizon Line does not connect to the Iris or First Sight, but only follows Rings to either side of the board. Peripherals are the only piece that can move normally to the Horizon, nothing else can. Instead of moving, a player may bring in a new piece, on their 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 truthfully, by pointing out which piece(s) moved, and to where. No piece can flash back the same piece that flashed it, on the next turn. See the reverse of this card for details on the 9 types of pieces, and you'll be ready to play. Godspeed!

QUIN KEY

Qty

Moves #

 Captures

 Flashes only to Reveal

Light



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.

Light can take Light, without mutual destruction, to win.

 All

Artificial Light



2

Artificial Light can't be placed on the board at the start of the game. It can only be brought in on your open Gateways as the game progresses. However, multiple ALs may be brought in on a single turn, as many as you have open Gateways, if you choose.

After both of your Shadows have been captured, your Artificial Lights' Moves # is Accelerated to 5, for the remainder of the game, or until your Shadow is Resurrected.

 All but Time  or Reflectors 

Shadow



7

It is usually wise to play both **Shadows** on the board at the start.

A Shadow can't capture another Shadow. If they flash, they trade places, the defending Shadow moving to the space where the attacking Shadow started on that turn.

 All but Time  or Voids 

Reflector



2

Reflectors transfer Light or Artificial Light, on a continuous Line (not on a Ring or the Iris), to a space next to the Reflector. The transferred piece can land on an opposing piece and flash it.

The transferred piece can jump any other pieces, or pass to the other side of the board (skipping the Iris) so long as it is on the same Line (see diagram on reverse for the 5 Sight Lines).

There is no limit to the number of times a Reflector may be used, but just once per turn, the use counting as your turn.



Memory



2

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

Memory can either move or use this Power, but not both on the same turn. Swaps cannot happen on or across the Iris.

Swap only once per turn (per Memory). It does not end your turn. Any other piece (not the one Swapped) may still move. The Swapped piece may still use a Power on the same turn.



Time



1

Time can move any 1 of your rival's pieces backward up to 3 spaces.

The Power only affects a single piece, along a single Sight Line, being moved back in the direction of their Gateway. Spaces must be open, and pieces can't be jumped, or moved through the Iris.

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.

Pieces on the Horizon or Iris aren't affected by this Power.

 All but Voids 

Peripheral



3

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: Any of your pieces may jump over your Peripheral on the Horizon, to the far side, stopping on the 1st space of the same Ring. Land on a piece to flash it. This counts as 1 space, ending your turn.

 Only Shadows 

Void



1

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

Use the Void Gravity Power, once per turn, as many times as you like in a game. Move any of your in-play Voids to empty spaces next to the Void casting Gravity. Gravity can land Voids on or across the Horizon, but can't be cast from or onto the Iris.

 All

Clone



Clone before the first turn. Start by removing the face from any 1 piece, your choice, other than Light or Shadow.

Choose what piece your Clone will become by placing one of the 4 colorful Clone faces on the chosen piece instead. The other 3 colorful faces, and your chosen removed face, are out of play.

You may Clone Time, Memory, a Void or an Artificial Light, giving you another fully functional piece of the type you choose, taking on all Powers & Restrictions of that type.