



Quantum [2013]

2-4 Players

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Duration: play until player places last quantum cube. 60 minutes.



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Board Setup

- Set up a basic or advanced map based on the number of players – planet color does not matter
- Shuffle and deal 3 each of the black **Gambit Cards** and white **Command Cards** face-up to the table, place remaining decks face-down nearby [collectively called **Advance Cards**]

Player Setup

- Each player chooses a color and gets a **command sheet**, **7 dice** [ships], **5 quantum cubes** [extra 2 are for advanced maps]. All colors play the same. Place a die in **dominance box** and **research boxes** [1-face up] and 5 cubes in the **quantum cubes box**. Place 2 dice to the side for expansion ships
- Roll 3 remaining dice, may re-roll *all* 3 one time if desired. Start with player with the lowest dice total, clockwise, select a starting planet location, place 1 cube. Then go around again & place your 3 dice in spaces [orbital positions] orthogonally adjacent to your cube. Then pick a start player

Game Play – Clockwise from Start Player

- Goal is to place quantum cubes on planets by constructing or through battle
- Dice are ships, with lower number being more powerful. Number also indicates movement value

Action Phase

- On your turn take up to **3 Actions** + use **Ship Special Abilities**. Can take same action more than once. Each ship can move/attack 1x per turn **and** use special ability 1x per turn [does not use action]
 - **Reconfigure** [re-roll ship] – roll until you get a new #
 - **Deploy** [move from scrapyard to map] – place in orbital position of a planet with your cube
 - **Move/Attack** [attack is optional] – cannot move diagonal [except], cannot go through planet or ships. End move on space of ship being attacked. Attacker rolls black die, defender rolls white. Low total of both dice wins [attacker wins tie]
 - **If Attacker wins**, Defender is destroyed, re-rolled, and placed in scrapyard. Attacker moves to defender space or back 1 space. Attacker gains 1 dominance, Defender loses 1
 - **If Defender wins**, Attacker goes back to space they attacked from. No change in Dominance
 - **Construct Cube** [uses 2 actions] – if the total of *your ships* in orbital positions = planet # exactly, can place cube there. Max 1 cube color per planet [*Quantum Entanglement*: if no other option +3 to the total needed for *each* of your cubes there]. Earns 1 card during the **Advance Cards** phase
 - **Research** - add 1 to **Research** die. If the Research die = 6, earn 1 card during the **Advance Cards** phase & set Research die back to 1
 - If **Dominance** reaches 6 immediately place cube on *any planet* where not present, reset Dominance die to 1. Earns 1 card during the **Advance Cards** phase
- **Special Abilities** [can be used **1x per turn for each ship** on map, does not count as an action]
 - = free move/attack of 1 opponent in adjacent space
 - = transport die in surrounding space [cannot attack if it transports, but transported ship can]
 - = swap places with another of your ships [does not count as move]
 - = change to 3 or 5 [can't use new ship ability this turn]
 - = can travel & attack diagonally as well as orthogonally
 - = free reconfigure [re-roll] of this ship – roll until you get a new #

Advance Cards Phase [after completion of Action Phase]

- Take 1 card if Research die reached 6, **and** 1 for each quantum cube placed during turn. **Gambit** cards take immediate effect, **Command** are permanent starting next turn [3 max per player]. Can spend 1 card draw to discard current cards & deal 6 new ones. Replace after drawn, shuffle discards if needed

End Game & Scoring

- The 1st player who places their final quantum cube on the map immediately wins the game