

# QUANTUM LINK

A board game for 2 players by  
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## INTRODUCTION

In **Quantum Link**, 2 players take turns placing their dice on empty spaces of the board with a fixed face value, betting on how many friendly dice will surround each of them at the end of the game. **Quantum Link** is the evolution of *Quantum Leap* and *Adaptoid*, by the same designer.

Note: **Quantum Link** has some similarities with the recent game *Siberian Dice*, but these are coincidental and both games are significantly different.

## MATERIAL

- Hexagonal board of 5 hexes per side
- 60 six-sided spot dice in 2 colours (30 each)
- 60 counters in 2 colours (30 each, same as the dice)

## DEFINITION

A '*scoring die*' is a die that is surrounded by exactly as many friendly dice as its face value.

## SETUP

Place the board in the middle of the playing surface. Each player has an allocated colour and takes all the dice of that colour. The board starts empty.

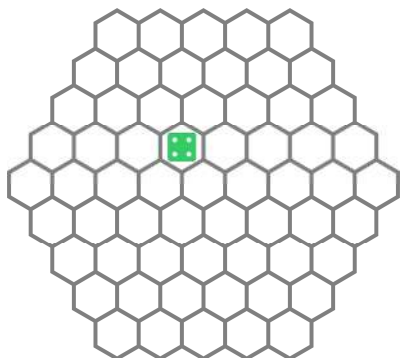
## VICTORY CONDITION

At the end of the game, each player adds up the values of all her *scoring dice* on the board. *Non-scoring* dice will be covered by counters in order to facilitate the scoring process. The highest score wins. In case of a tie play again swapping the opening player.

## HOW TO PLAY

Players alternate turns placing one of their dice on an empty space of the board with either side up **or** passing. If both players pass in succession the game ends.

Once placed, dice can't be moved or have their face value changed.



Example of opening by green

If, at the end of any player's turn, any of the dice of the board are fully surrounded by dice or the borders of the

board, and the number of friendly dice surrounding it doesn't match its face value, cover it with a counter of its colour.

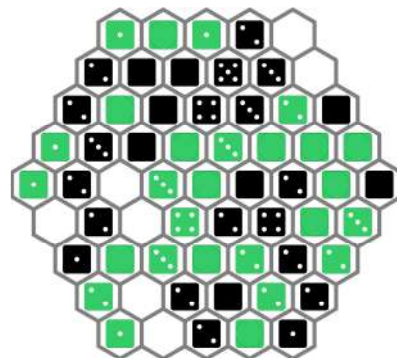


Example: Black places a die with a value of '1' (indicated with the orange circle) causing the green '4' to be fully surrounded. The green '4' has only 3 green neighbours, so a green counter is placed on it.

## GAME END

If both players pass in succession the game ends. Place a counter of its colour on each and every die on the board that is not surrounded by exactly as many friendly dice as its face value (this is, cover any non-scoring dice remaining).

Each player adds up the face values of all their scoring dice. The highest score wins.



Endgame example:  
Green scores 31 points  
Black scores 46 points  
Black wins the game

## STRATEGY TIPS

A value of '3' or lower is usually a safe bet, but in order to win you might have to risk a bit by using higher values.

If you pass too early, the opponent might still have some room for development. Try to block all her options before passing.

Sometimes you'll need to perform sacrifices, such as 'killing' a '4' in order to get two '3's, for example. Use sacrifices wisely.

## DESIGNER NOTES

**Quantum Link** is released as a PnP game and can also be played with paper and pencils in 2 colours. I might publish a physical edition if it gains some momentum.

Special thanks to *Cameron Browne* for revisions.