

# QUANTUM LEAP

A strategy board game for 2 players by  
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(includes a variant for more players)

QUANTUM LEAP is the dark brother of ADAPTOID

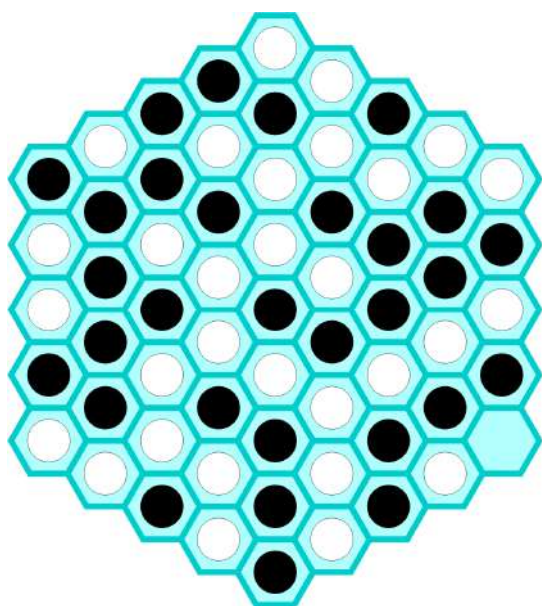
## INTRODUCTION

**QUANTUM LEAP** is a board game for 2 players that can be played on a hexagonal grid of any shape and size. In this rulebook we'll use a hexagonal board of 5 hexes per side, 30 white stones and 30 black stones, as it is the recommended configuration for beginners.

In **QUANTUM LEAP**, each player's stones start dispersed on the board. Your goal is to be the last player making a valid move. Stones can only move by capturing enemy stones, leaping in a special fashion. Stones get their leaping potential from the number of friendly stones that immediately surround them.

## GAME PREPARATION

Randomly distribute the supply of stones (30 of each colour) on the board cells (61), so each cell contains only one stone and there is one free space left. This free space can be anywhere except the centre space (to avoid possible but rare symmetries on the board).



Setup example

## HOW TO PLAY

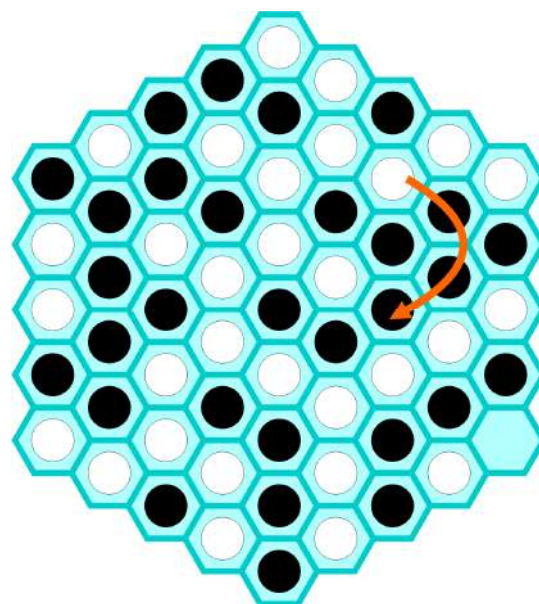
Each player has an allocated colour (WHITE or BLACK).

Before the game starts, BLACK can swap the positions of any two stones on the board.

WHITE starts the game. Players alternate turns during the game until one of them cannot make a valid move, thereby losing the game.

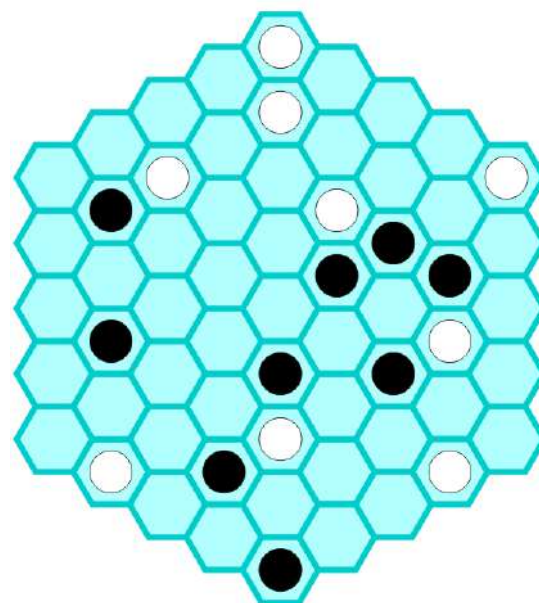
On your turn, you must make **one** capture. A stone makes a capture by leaping in a straight line in any of the 6 directions exactly as many spaces as friendly stones surround its original position, and landing on an enemy stone, which is removed

from the game (the attacking stone occupies its place). Stones can leap over other stones.



Example of capture. The white stone is surrounded by 2 friendly stones, so it leaps exactly 2 spaces to capture the black stone.

If you cannot make a capture on your turn, you lose.



Endgame example. White cannot make a legal capture and loses the game.

## STRATEGY TIPS

- Isolated stones cannot capture, so try to keep your stones connected in groups of at least 2.
- For the same reason, try to split enemy groups into smaller groups or even isolated stones.

## VARIANT FOR MORE PLAYERS

**QUANTUM LEAP** can be played by more than 2 players (each one having his own colour, and all players having the same number of stones). Players take turns in anticlockwise order. Whenever a player cannot make a legal move, the player on his left wins.