

Quanta

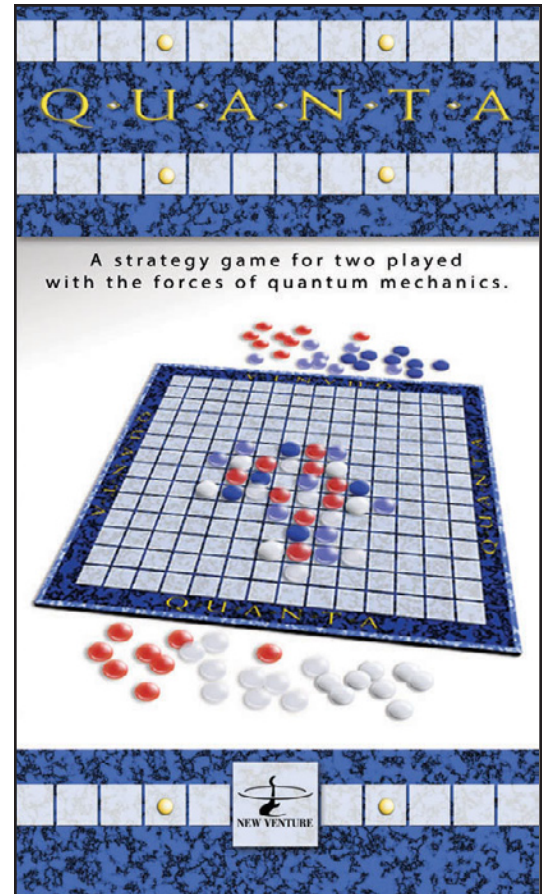
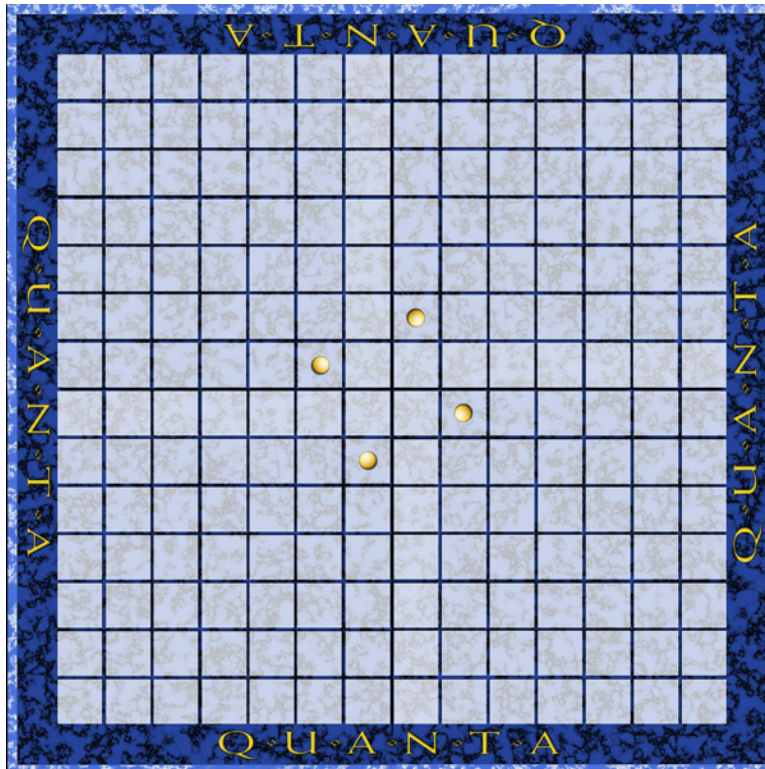
The Forces of Quantum Mechanics!

Type: Abstract Strategy
Ages: 10+

Players: Two
Duration: 15 - 30 minutes

Synopsis:

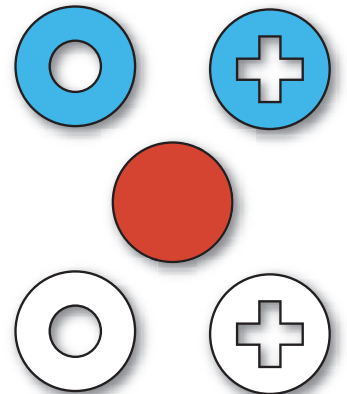
This unique game is a two-player competitive puzzle in which the particles have values called “quantum charges” restricting their placement. This value can make the same particles either offensive or defensive, depending on the way the game progresses. In the end, the player with the most captured neutrons will win the game.



Equipment & Features:

Quanta includes a game board of 14 x 14 squares, four of which are marked as starting squares. The game is played with five types of glass tokens - red tokens, white solid and white translucent tokens, and blue solid and blue translucent tokens.

ALTERNATELY (and preferably) these playing pieces would be molded plastic parts, perhaps similar to those pictured here:



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The Rules:

A strategy game for two players.

The particles (called "particles"):

- 40 "neutron" particles (red)
- 20 positively charged white crystal particles
- 20 negatively charged white solid particles
- 20 positively charged blue crystal particles
- 20 negatively charged blue solid particles

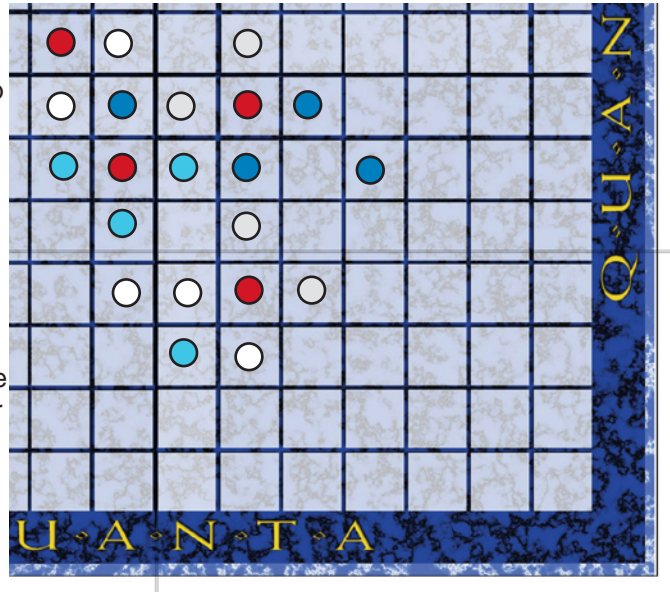
The Set-up:

Begin with each player taking either the white set or the blue set of particles, keeping the positive (crystalline) particles and negative (solid-colored) particles separated on the table before them. The red neutrons are placed where both players can reach them, then four of the red "neutrons" are placed on the board where the gold dots are.

NOTE: Similarly charged particles can NEVER be adjacent to each other RANK & FILE, regardless of color! No crystal by crystal, no solid by solid. (Diagonal placement of similarly charged particles is permitted.) Neutrons can be placed next to any other particle, including other neutrons.

The Play:

- 1) Each player in turn place a particle in any space on the board which is adjacent to a particle already on the board (see illustration below). This placed particle can be a neutron or one of the player's own particles, positive or negative.
- 2) Each time a neutron is surrounded on all eight sides (R&F and diagonal), the player with the majority of surrounding particles may place a neutron anywhere on the board as a bonus move. That player also gains ONE POINT for that cluster of particles. (No particles are ever removed from play.) If there is no majority, neither player gets the points nor the extra neutron placement.
- 3) Scoring is best tallied as each scoring particle is played. (It's just less confusing that way.) Then, after ALL particles have been played, you can check the board again to verify the final scores. If there are no remaining legal placements for a player, he or she "passes" turns until a legal placement becomes possible.



The Win:

The player with the highest score after all particles have been played is the winner.