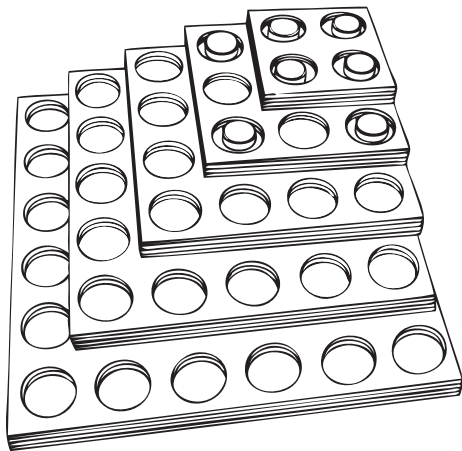


QUINAMID

A STEP UP IN THE ART OF STRATEGY



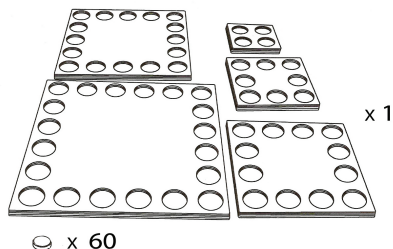
WINNING THE GAME

The winner is the first player who achieves five counters or more in a row.

LIST OF PARTS

The game is comprised of the following parts

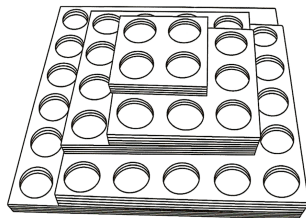
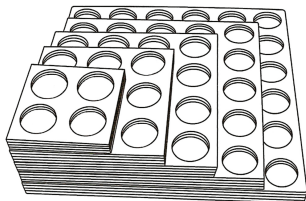
- 5 boards of diminishing size
- 60 counters in two colours (30 pieces per colour)



CONSTRUCTING THE PYRAMID

The game should be set up so that the largest board forms the base and all other boards are placed on top in a descending order of size.

We recommend that beginners should use one of these two starting positions.



Try varying your game experience with different board configurations.

PLAYING THE GAME

You can do **ONE** of the following during your turn:

- Place a single counter in one of the empty and exposed holes on any board.
- Move a board a single square orthogonally (at right angles) (forwards/backwards, left/right)
- Rotate any given board, except the base board, 90 degrees in any direction. (Optional advanced game play)

Note:

- No board at any point in the game should extend past the edge of the board below it.
- Once a movement or rotational play has been commenced the movement or rotation has to be completed.
- Once a board has been rotated or moved the next player cannot move or rotate the same board in their turn.

When you finish your turn the next player takes their turn.

BOARD MOVEMENT

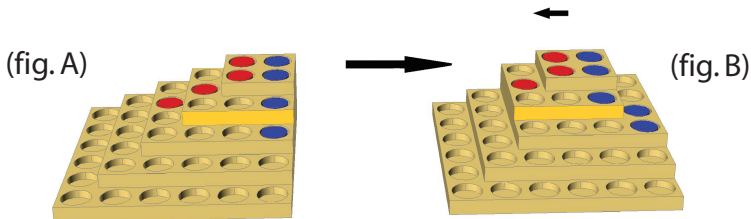
Instead of placing a counter in any of the holes on the exposed game boards the player can choose to move one of the playing boards (and all of its contents, counters, and boards above) one square at right angles to its present position.

REMEMBER:

A smaller board must remain within the confines of the board immediately below it.

Example

The picture below shows a possible move the red player could play when faced with the board in fig A, to stop the blue player getting five in a row, the second board from the top is moved 1 square to the left. as shown in fig B.



BOARD ROTATION

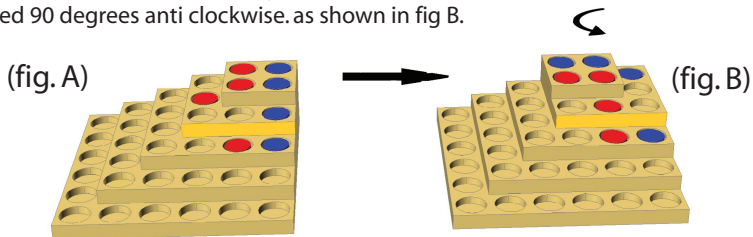
The player can choose to rotate the board (and all of its contents, counters and boards above) 90 degrees in either direction instead of placing a counter

REMEMBER

The board must occupy the same squares after the rotation than before.

Example

The picture below shows a possible move the red player could play when faced with the board in fig A, to stop the blue player getting five in a row, the second board from the top is rotated 90 degrees anti clockwise. as shown in fig B.



STRATEGY TIPS

- Cover as many of your opponents pieces at the earliest opportunity before their positions can be remembered.
- Try to create groups of counters in twos and threes which can be joined together at a later stage.
- When playing, remember not only to think ahead for your own moves but those of your opposition.
- Create lines that run in two different directions to create confusion and misinterpretation.

VARIANTS

- a) The first player cannot place a piece on the 2 x 2 board in their first turn.
- b) Players can only place a single piece each in the 2 x 2 board during the game.
- c) Each player must place a counter in all the other boards before a counter can be placed in the 2 x 2 board.
- d) Play to get six in a row if possible.
- e) Allow the boards to only be rotated clockwise combined with the removal of the restriction on the second player not to rotate the same board in their next turn.

The author and publisher wish to thank our Official game testers:
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If you have any comments or suggestions please email
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