

PRESS REVIEW



QUANTUM

GAME PRESENTATION



QUANTUM is an epic game of strategy and conquest for 2-4 fleet commanders.

In this game, each player is a fleet commander from one of the four factions of humanity, struggling to conquer a sector of space. Every die is a starship, with the value of the die determining the movement of the ship, but also its combat power – with low numbers more powerful. So a 6 is a quick but fragile Scout and a 1 is a slow but mighty Battlestation.

QUANTUM won the 2012 Game Design Award at the IndieCade Festival of Independent Games, as a prototype

game with the title Armada d6.

Editor: [Funforge](#)

Author: Eric Zimmerman

Art: Kieran Yanner and Georges Bouchelaghem

2 to 4 players

13+

Around 45-90 min

ARTICLES & VIDEOS

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Finer Things Review



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ENTANGLEMENT AND PROBABILITY (A REVIEW OF QUANTUM) ★

BY WOLFE ON APRIL 23, 2014

FEATURED [REVIEWS](#)



In the far future, humanity has discovered a way to manipulate matter on a quantum level. Thanks to powerful quantum generators, starships can be built, morphed into other types of ships, and even recovered from destruction in a matter of moments.

Quote: « Excellent! 9.5/10 ».
[Access the article.](#)



[LEAKS](#) [LINKING SYSTEMS](#) March 12, 2014 [Bob Bolt](#) [👤](#)

Quantum Review: Perfect for Getting a 4X Fix

Quote: « I absolutely love Quantum. »
[Access the article.](#)



Here, There and Everywhere – Quantum review

The Judge is a man of taste and style, and though we know he loves his games, he can sometimes be quite reticent in handing out the praise. Someone must have slipped a little something in his daily Earl Grey though... he's become rather effusive about Quantum...



Quote: « *Quantum* is an exceptionally well designed game. It is also a great deal of fun, crammed into a tight play time. »

[Access the article.](#)

Great tabletop games for video gamers: Quantum

DAN "SHOD" HSU | MARCH 14, 2014 2:27 PM
TAGS: GREAT TABLETOP GAMES FOR VIDEO GAMERS, QUANTUM



Image Credit: 673 Distribution

Quote: « Great tabletop games for video gamers: Quantum ».

[Access the article.](#)

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AN ACTUAL INTERVIEW: QUANTUM

SWEET PLEASURES | POEMS | RUST ON OUR HANDS | ATOMS VS. BITS | FUSSY POWERS

BY SU&SD ON MARCH 18, 2014

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[And now, a special treat for Simplicity Week. We're very lucky today to be joined by Eric Zimmerman, games academic and designer of Quantum, a great new release that simplifies the space warfare genre into a few riotous handfuls of candy-coloured dice. In the first of a series of new developer post-mortems, we talked to Eric about exactly how simple the process was.]

Quote: « A board game like Quantum offers some amazing design challenges that don't crop up as much in videogames. »

[Access the article.](#)

Quantum review: A dice-rolling board game of space domination

Ryan Mrozewski, Downton News - Published: August 26, 2015 - Updated: Aug 26, 2015



It took a lot of time to get the board game to the point where it was ready to be published. The board game is a dice-rolling board game of space domination. It's a board game of space domination. It's a board game of space domination. It's a board game of space domination.

Some game designs are innovative. They break the standards for board game design but still deliver a fun and exciting game experience.

Quantum by publisher **Passport Game Studios** trashes the mold for game design by providing a changeable modular board, six-sided dice ships and easy-to-learn rules.

From two to four players choose one of four human factions vying for control of the galaxy. The rulebook contains a variety of setup options for the board featuring different planet tiles that can be configured in 30 different combinations. Players can also design their own boards.

In Quantum, players represent commanders of a spaceship fleet trying to establish a presence on planets throughout the space system. Ships in the game are represented by sturdy, six-sided dice in four bright colors. Each die, depending on the number, represents one of six spaceships in the game.

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Quote: « Some game designs are innovative. They break the standards for board game design but still deliver a fun and exciting game experience. »

[Access the article.](#)



Review: Quantum

August 29, 2015

CK

Do you like 4X sci-fi games? Want to conquer the galaxy? In which case let's take a look at Quantum.

BOARD GAMES, REVIEW

- Designer: Eric Zimmerman
- Publisher: Funforge
- Number of Players: 2-4
- Playing Time: 1 hour

Big Red Barrel SCORE 4/5

Quote: « 4/5! ».

[Access the article.](#)



Quantum

FunForge, Passport Game Studios | Published: 2013

Favorite 14 | Want it 31 | Own it 62

2-4 | 8+ | 30 | Reviews (8) | Game Tips (4) | Discussion (4)

The image shows the product page for the board game 'Quantum'. It includes a cover image, the title 'Quantum', the publisher information 'FunForge, Passport Game Studios | Published: 2013', and three green buttons for 'Favorite 14', 'Want it 31', and 'Own it 62'. Below these are icons for player count (2-4), age (8+), and playtime (30), along with buttons for 'Reviews (8)', 'Game Tips (4)', and 'Discussion (4)'.

Quote: « *Quantum* is a one-of-a-kind game of space combat, strategy and colonization that will satisfy both hard-core and casual players. »

[Access the article.](#)

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