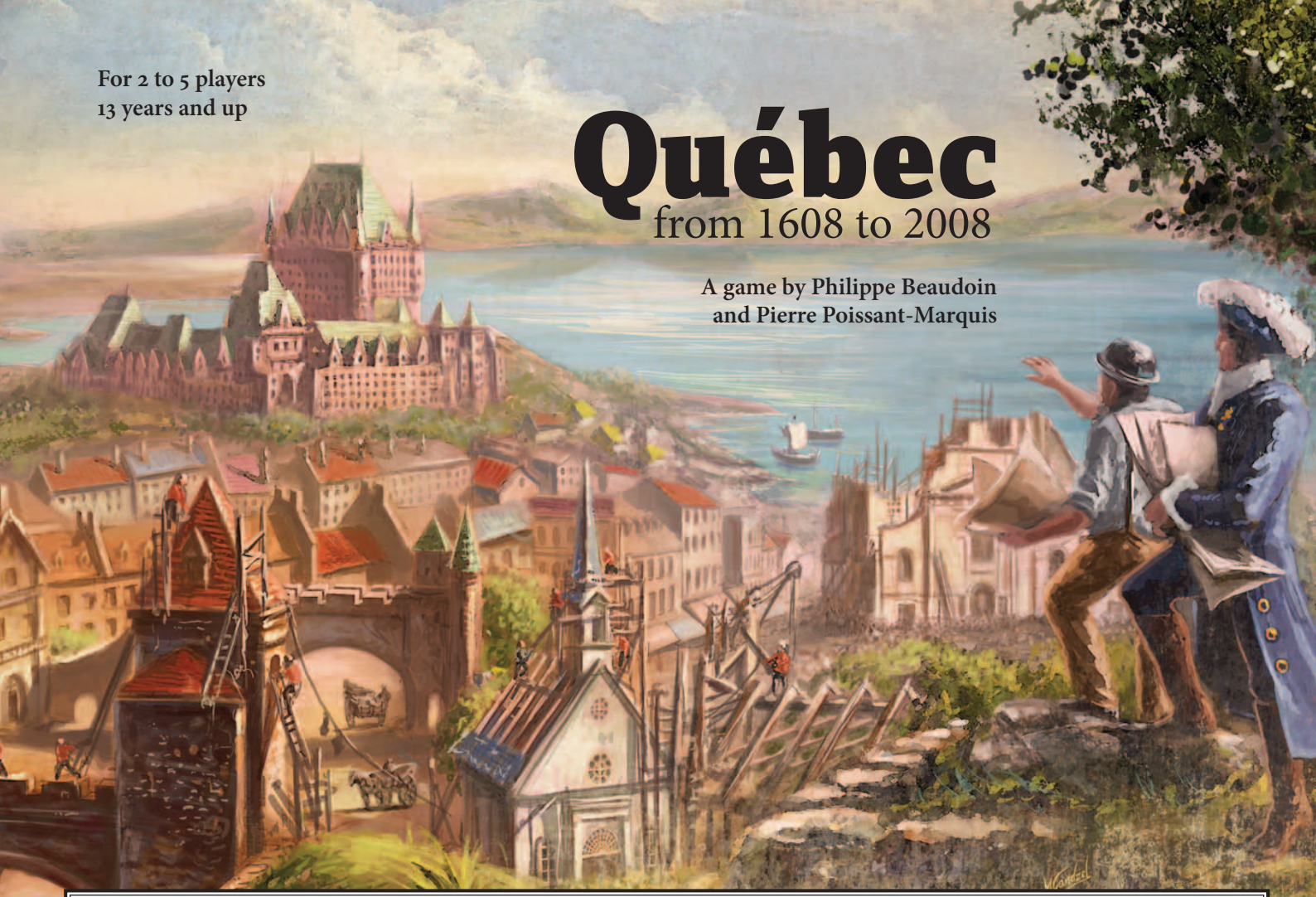
For 2 to 5 players
13 years and up

Québec
from 1608 to 2008

A game by Philippe Beaudoin
and Pierre Poissant-Marquis



Founded in 1608 by Samuel de Champlain, the city of Québec is, without a doubt, one of the most historically significant cities in North America. Throughout the four centuries of its existence, the fate of this city has been governed by the various human activities that are the foundations of western civilisation. Religion, politics, economy and culture have all left their mark on this World Heritage Site.

In *Québec*, you are in charge of a rich family whose goal is to acquire influence by building the city of Québec. The game covers four centuries during which you will build the most prestigious buildings and places of the city, all the while ensuring your presence in the great spheres of power. It is up to you, and your adversaries, to build Québec in your colours!

Goal

Score the most victory points (VPs, represented by the flag of the city of Québec). You receive VPs by:

1. Gaining influence in the 5 zones of power (the 4 corners of the board and the Citadelle);
2. Finishing buildings with your architect.

Overview

A game takes place over four centuries. Each player will play on average 5 to 7 turns per century. Every round, each player chooses 1 action from the four that are available. By contributing to the numerous buildings, players will acquire influence with the authorities of the time : religion (cross), politics (flags), economy (purse) and culture (masks). They will also help build the **Citadelle**. At the end of each century, there is a scoring round where the players get victory points for the workers they sent in the 5 zones of power. Once a century is over, new buildings are introduced and the workers sent in the zones of power return in their player's supply.

At the end of the game, players receive victory points for the buildings they completed with their architect. The player with the most victory points at the end of the game is declared the winner.

Family and Complete Rules

Québec presents very original game mechanics. Each and every action has numerous repercussions, the full extent of which you may only grasp after a few games. If this is one of your first strategy games, or if you are looking for a simpler experience, use the **Family rules**; in this case **ignore** the blue and red rules.

If you are familiar with strategy games, then play your first game with the blue rules for the **Full game**.

Once you have a proper understanding of the flow of the **Full game**, add the events (red rules). These strengthen the thematic and strategic aspects of the game by revisiting important events from the history of the city of Québec.

Components

- 1 game board
- 44 Building tiles (11 for each century)
- 16 Event cards (4 for each century)
- 11 blue discs to indicate the available buildings
- 5 Leader cards
- 11 pawns (2 in each of the 5 colours and 1 neutral)
- 5 Hand tiles
- 125 workers (cubes) (25 workers in each of the 5 colours)
- 120 ★ tokens (24 in each of the 5 colours)

Game setup

Follow these steps and rules when playing with 3 to 5 players. The setup to your right is for 4 players.
The adjustments required for 2 players are on pages 10 and 11.

1. Place the board in the middle of the table.
2. *For your first game, use the setup illustrated on these pages.* Randomly place the **44 Building tiles**, construction site face up, on the available spaces of the same colour (blue buildings on blue spaces, red buildings on red spaces, etc.). Make sure that the buildings from the same century are distributed as evenly as possible; in other words, do not put all the buildings from one century next to each other. Once the buildings are on the board, align the roman number on the tile with the district. Districts indicate the additional action available for each building.
3. Put the 11 blue discs on the I of the 11 buildings of the first century.
4. Each player chooses a colour and takes the following pieces of that colour: 1 Hand tile, 2 pawns (one used as a marker and placed on the 0 of the scoring track, the other used as the player's architect), the ★ tokens and a number of workers (cubes). The number of workers a player receives varies with the number of players: 3 players: 25 workers per player; 4 players: 22 workers; 5 players: 20 workers.
5. Each player puts 3 workers of his colour on his Hand tile. These 3 workers are **active**. The other workers in his supply are **passive**.
6. Place the 5 Leader cards, face up, next to the board. **With 3 players, do not use the Religious leader (purple) and use the 2 / 3-player side of the Cultural leader (blue).**
7. Sort the events by century and randomly draw 1 per century. Stack them face down in chronological order. Reveal and read the event from 1608.
8. Randomly determine the first player. Suggestion: The last person who visited Old Québec or the one who best imitates the Québecois accent. The first player begins, followed in clockwise order by the other players.

Note: At the beginning of the game, only construction sites are found on the board. Once a building is completed, the tile is flipped, allowing everyone to see the finished building. The following terms refer to the Building tiles: building, construction site, building site.

Zones of power and VPs

A: Religion
B: Politics
C: Economy
D: Culture
E: Citadelle

This icon represents victory points.

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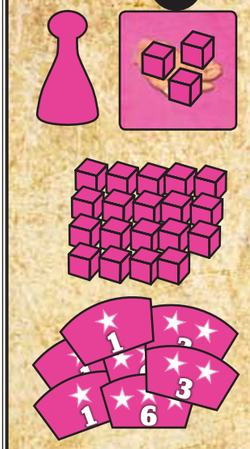

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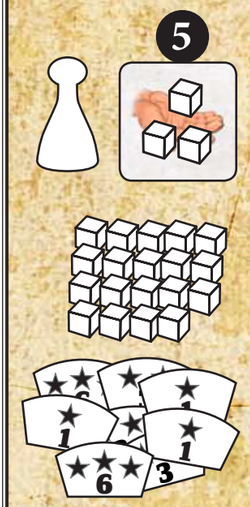

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Number of workers per player:

2 and 3 players: 25 workers
4 players: 22 workers
5 players: 20 workers

Playing the game

On his turn, the **active** player must choose **one** of the four available actions. Players cannot pass on their turn.

1. Start a new building
2. Contribute to a building
3. Put a worker in a zone of power
4. Take a Leader card

*Important: If a player already has a leader and does not have any active workers, he will have to move his architect to **Start a new building**. This means that you must always pay attention to how many active workers you have.*

1. Start a new building

This will often be the first action you take in the game. Buildings completed with **your architect** give you VPs at the end of the game (see **Final scoring**, page 7). This action is also the best way to activate workers.

At first, your architect is not in play. To put it in play, you must do the following:

1. Move your architect on one of this century's buildings. Remove the blue disc from that building and put it next to the board.

The blue discs allow you to quickly find which buildings can be started this century.

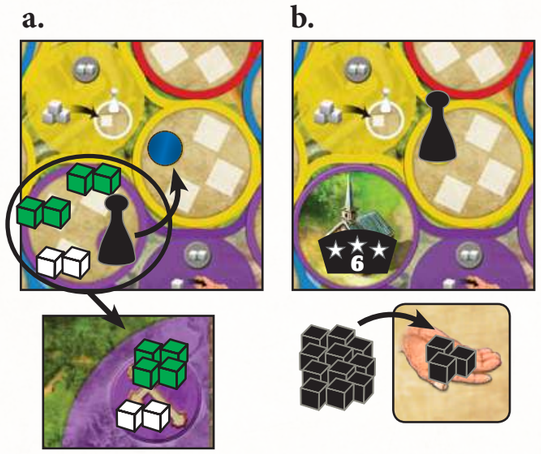
2. Activate 3 workers.

When you start a new building, you receive a subsidy in the form of workers. **The expression "activate a worker" means moving a worker from your supply to your Hand tile.** When a player activates workers but does not have enough in his supply, he activates as many as he has available in his supply. Once a building is started, players are able to send workers on it. There can be only one architect per building.

Once your architect is in play, you will have to move it to another building when you choose the action **Start a new building**. From this point on, when you choose this action, follow these steps:

1. Take your architect off the building tile it occupies.
2. Move every worker from the completed building to the zone of power of the corresponding colour. For instance, workers on a purple building are moved to the religious zone (purple).
3. Flip the tile on the building side and place it back on the same space.
4. Put a ★ token of your colour on the completed building. Each building can receive up to 3 contributions from the players and each contribution requires a specific number of workers (**groups** of 1 to 3 workers). The token you place on the building must show as many ★ as there are contributions. If no parts were completed (no workers are on the building), the player does not place a ★ token on the tile. These ★ symbolize how prestigious the completed building is. The more prestigious the building, the more VPs it will give at the end of the game.
5. Put your architect on a new building that is available this century. Remove the blue disc from the tile and place it with the others, next to the board.
6. Activate 3 workers.

During step 5, if no more sites are available for your architect this century, proceed **immediately** with the **end of a century**. Complete your turn (steps 5 and 6) **after** the scoring round.



Alice has the black pieces and decides to start a new building. **a.** *She takes her architect off the tile it occupies and moves the 3 groups of workers from the tile she just left to the religious zone (the colour of the building).* **b.** *She continues by flipping the tile and putting a 3-★ token on it. She puts her architect on a new building tile with a blue disc on it, which she removes from the board. Finally, she activates 3 workers.*

2. Contribute to a building

Place 1 to 3 active workers on ONE space of the activated building (where there is an architect) of your choice.

This is the primary action of the game. You must always place as many workers as the building requires (from 1 to 3, indicated in a gray circle in the district). You may never put more **or** fewer workers than required. When you take this action, you can only use active workers (from your Hand tile).

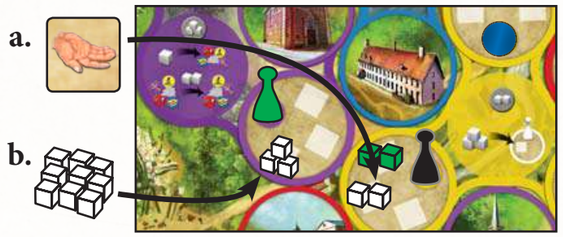
Each building can receive 3 contributions. If the 3 spaces on the tile are occupied, players may no longer send workers on this building. It is recommended that the workers be placed on the tile counterclockwise.

Additional actions

Contributing to a building is also very important because it can give players an additional action. When you place workers on a building **started by another player** (his architect is on the building), you can also do the **additional action** corresponding to the district of that building. The additional action is illustrated in the adjacent district space of the same colour. The additional actions are explained in details on pages 8 and 12.

Precision: It is possible for a player to contribute to a building started by his architect. In this case, however, he does not do the additional action.

Note: Each time an additional action allows you to place workers on the board, you place passive workers (from your supply).



Adele has the white pieces. **a.** *She makes a contribution to the building attached to the business district. She takes her last 2 available active workers from her Hand tile and puts them on the next available space. Since the black player's architect is on the tile, she can do the additional action, which is "Contribute to a building". She chooses to contribute to the illustrated religious building.* **b.** *She takes the required workers from her supply (in this exemple, 3) and puts them on the next available space of the tile. Note that with the business district additional action, Adele does not get to do the additional action of the second building she contributes to.*

3. Put a worker in a zone of power

Put 1 active worker in the zone of power of your choice.

This tactical action is rarely used. Even though it is not as strong as the other actions, it does allow you to gain some influence when you only have a few active workers and do not want to move your architect. A player who does not have any active workers may not choose this action.

4. Take a Leader card

Activate a number of workers equal to the number of taken leaders. Then, take one of the available leaders.

Each leader grants the player who takes it a certain advantage. On top of that, they sometimes allow you to activate one or more workers. **A player may only take one leader per century**. If you already have a leader in front of you, you will only be able to choose a new leader next century.

When you choose the **Take a Leader card** action, you must first look at how many leaders have been taken thus far this century. Activate as many workers. Then, choose one leader amongst the remaining ones and put it in front of you. You now benefit from this leader's advantage until the end of the century. The **Leaders** are described in details on page 8.

Choosing a leader at the right time can make a big difference. If you are the first player to take a leader, you will not activate any workers but you will be able to choose any leader. If you are the second one, you will activate 1 worker but there will be one fewer leader to choose from. If you are the third one, you will activate 2 workers, etc. This means that the sooner you take a leader, the more choices you will have but the fewer workers you will activate.

Alex chooses the **Take a leader card** *action. He would have liked to take the Cultural leader (blue), but Alice took that card earlier in the game. This leader is also the only one taken so far, which means that Alex activates 1 worker. He then chooses the Economic leader (yellow) that grants him the use of the neutral architect. He will be able to start using this neutral architect on his next turn.*

End of a century

A century **immediately** ends when **one** of these two conditions is met:

1. **A player does not have any workers in front of him** (active or passive) at the **beginning** of his turn.
2. When a player does the **Start a new building** action and **there are no more available buildings for the current century**.

At the end of a century, do the following:

a. The current owner of the Economic leader (yellow) completes the building started by the neutral architect. He moves the workers in the appropriate zone of power, flips the tile and puts the proper ★ token on it.

b. Put all Leader cards and the neutral architect next to the board.

c. Score all 5 zones of power (see **Scoring the zones of power**, page 6). Use the scoring rules according to the version of the game you are playing: Family rules or Complete.

d. Flip every **unoccupied** tile (with a blue disc on it) of the century that just ended. **Important**: Tiles occupied by the players' pieces (architects and workers) stay in place with the pieces on them.

e. Put the 11 blue discs on the next century's buildings.

f. Reveal the next Event card. Discard the previous one. **Important: The event of the first century (1608) remains in play for the duration of the game or until completed!**

g. If the century ended with a player moving his architect (condition 2), this player finishes his turn by placing his architect on a new building and activating his workers. The game then continues normally.

EXCEPTION : If a player ended the century by moving the neutral architect, he does not finish his turn as he will no longer be the owner of the neutral architect since the Economic Leader card will be back with the others.

Important: Players keep their active workers.

Scoring the zones of power
Family rules - Skip if playing the complete rules

Each worker in a zone of power gives his owner 1 VP. The player with the majority (most workers in a zone) also receives bonus VPs equal to half the number of workers he has in this zone (rounded down). **This bonus may never exceed 5 VPs**. In case of a tie, every player tied for majority in the zone receives the bonus. This bonus is given for each of the 5 zones (the 4 corners of the board and the Citadelle). Players indicate their score by moving their pawn on the scoring track.

In the religious zone (purple), the players have the following number of workers: Alex - 3 workers, Adele - 5 workers and Alice - 12 workers. They score 3, 5 and 12 VPs respectively. On top of that, Alice also receives 5 bonus VPs (half of 12 rounded down, maximum of 5) because she has the most workers in the zone, for a total of 17 VPs.

Scoring the zones of power
Complete rules

Score each zone, one after the other. **Start** with the **Citadelle**, then move to the century's most influencial zone and continue clockwise until all 5 zones have been scored. The most influencial zone for each century is:

- **1608 - Religion** (purple);
- **1708 - Politics** (red);
- **1808 - Economy** (yellow);
- **1908 - Culture** (green).

This information is on the board and on the back of the event cards.

When scoring a zone, each worker grants his owner 1 VP. Move your pawn forward accordingly on the scoring track. Then, **the player with the majority (most workers in a zone) in the zone that was just scored cascades half of his workers**: that is to say, he moves half his workers (rounded down and up to a maximum of 5) from this zone into the next. This illustrates the interrelationship between the great zones of power. In case of a tie, every player tied for majority cascades. Workers moved in this way allow a player to score even more points. **If a player still has the majority in the next zone, he will be able to perform another cascade.**

This method of scoring is extremely powerful and players should be wary of those who amass a lot of workers in each zone. After scoring a zone of power, return the workers who did not cascade to their owner's supply.

The majority player(s) in the fifth and last zone cascade half of their workers (rounded down and up to a maximum of 5) onto their Hand tile. This lets players have some active workers at the beginning of the following century.

Reminder : A player may never cascade more than 5 workers at the same time.

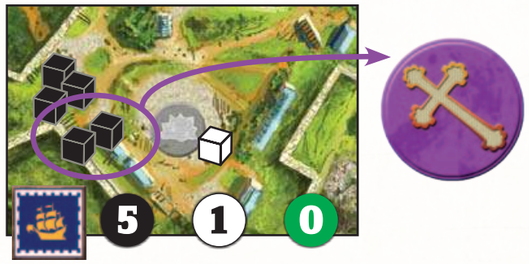
At the end of each scoring round, make sure that every zone is empty. If there are any workers left, return them to their respective supply.

Scoring order for the zones of power in each century

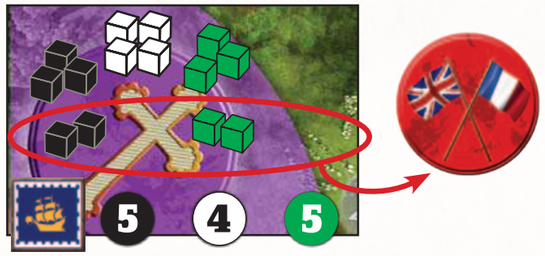
	ZONE 1	ZONE 2	ZONE 3	ZONE 4	ZONE 5
1608					
1708					
1808					
1908					

Example - Scoring the zones of power

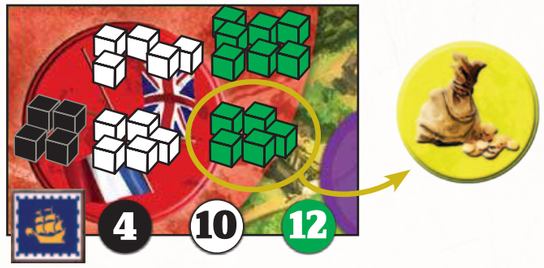
What follows is an example of a complete scoring round with the complete rules. In it, you will see the various rules at play during a scoring round and how beneficial cascades are.



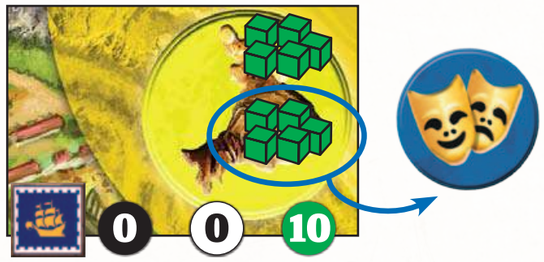
It is the end of the first century. At the Citadelle, there are 5 black workers and 1 white. White scores 1 point and black 5. Since black has the majority, he cascades half of his workers (rounded down) into the next zone. In other words, he moves 2 workers from the Citadelle into the century's main zone of power, Religion.



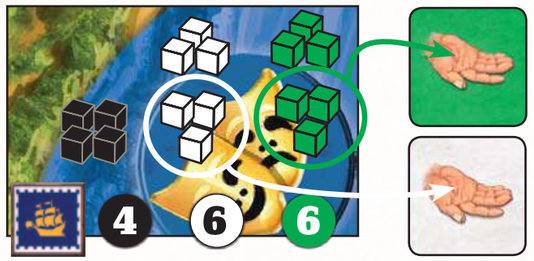
In the religious zone, after the cascade, there are 5 black workers, 4 white and 5 green. White scores 4 points and black and green both score 5 points. Since black and green share the majority, they both get to cascade 2 workers into the next zone, Politics. Black's previous majority has already had an impact.



In the political zone, black scores 4 points, white 10 and green 12. The majority that green acquired with the cascade from the religious zone allows him to be the only one to move 5 workers (the maximum) into the economic zone.



Green is the only player with workers in the economic zone. He scores 10 points and since he has the majority (no other workers), he cascades 5 workers into the cultural zone.



Black scores 4 points while both white and green score 6 points. Since they share the majority, they cascade half their workers (3) onto their Hand tile. They will be able to use these workers at the beginning of the next century.

Final scoring

The game ends after the fourth century. **No ★ tokens** are placed on buildings on which there is an architect at the end of the last century. These buildings remain in play, as is, with the workers on them. First, do a regular end of a century scoring round, **including completing the neutral architect's building**, (with the exception of steps d through g, used to prepare the next century). Then, proceed to the **Final scoring**. Each player receives VPs for the following:

a. 1 VP for each of his workers on an incomplete building.

b. 1 VP for each multiple of 2 workers on his Hand tile (active workers).

c. **Family rules**: Each of the player's buildings is worth a number of VPs that depends on the number of ★ on them. A building with 1 ★ is worth 1 VP, a building with 2 ★ is worth 3 VPs and a building with 3 ★ is worth 6 VPs.

c. **Complete rules :** In the full game, buildings give a different amount of VPs that depends on whether they are part of the player's **main group** or **not**. Each player must first identify his main group of buildings. A player's **main group** is his group of adjacent buildings that is worth the most points. To determine and score the main group, use the following: A building with 1 ★ is worth 1 VP, one with 2 ★ gives 3 VPs and one with 3 ★ gives 6 VPs.

Every building that is not part of a player's main group is worth 1 VP per ★.

Black has identified his main group of buildings (circled in black). These 4 buildings are worth, respectively, 1, 3, 6 and 6 points, for a total of 16 VPs. His other buildings (2) are worth a total of 3 points, as per the number of ★ on them. Even though these two buildings are grouped, they are not the main group and thus not worth as many points.

d. If the 1608 event has not yet been scored, score it now.

End of the game

The player with the most VPs at the end of the game is declared Grand Architect of the city of Québec ! In case of a tie, the tied players share the joy of victory.

Additional actions

The following actions are found on the different districts (on the board, the round spaces with icons). A player who contributes to **another player's building** (that player's architect is on the building) can do the additional action of that district. The icons are illustrated on page 12.

Important! Most additional actions require you to take workers from your supply. If you are out of workers in your supply, you may take them from your Hand tile. You never have to do the additional action. In certain cases, you are also allowed to **partially** do the additional action (for instance, by placing 1 worker in a zone of power when the action allowed you to place 2).

Additional actions - Religion (purple)

Archdiocese: Do the Religion additional action of your choice.

Irish district: Score 1 VP **and** activate 1 worker **and** put 1 passive worker in the zone of power of your choice.

Protestant district: Put 1 passive worker in the Citadelle **and** put 1 passive worker in another zone of power of your choice.

Jewish district: Put 1 passive worker in the zone of power of your choice **and** move 1 or 2 of your workers from one zone of power to another.

Additional actions - Politics (red)

Seat of Government: Do the Politics additional action of your choice.

Municipal administration: Put 2 passive workers in one zone: religion **or** economy.

National administration: Put 2 passive workers in one zone: politics **or** culture.

Military administration: Put 2 passive workers in the Citadelle.

Additional actions - Economy (yellow)

Public market: Do the Economy additional action of your choice.

Rich district: Do the **Start a new building** action.

> **Note :** *Your architect does not have to be in play, he could be in front of you (at the beginning of the game).* **You can also use it with the neutral architect from the Economic leader**. *If you move your architect or the neutral architect, you activate 3 workers, as usual.*

Business district: Contribute to a building. Choose a building on which there is an architect (except the one that just allowed you to do this additional action) and take the necessary number of **passive workers** (1 to 3, depending on the building) to contribute to that building. If you do not have enough workers to contribute to a building, you do not benefit from this action (i.e., you do not place any workers). Either way, when you use the business district action to contribute to another building, you **can never do** the additional action of that second building.

Port district: Activate 3 workers.

Additional actions - Culture (blue)

Social club: Do the Culture additional action of your choice.

Entertainment district: Score VPs for your active workers (after placing your workers on the building). 1 worker = 1 VP; 2 workers = 3 VPs; 3 workers and more = 4 VPs.

Academic district: Score VPs for the zones of power in which you have workers. 1 zone = 1 VP; 2 zones = 3 VPs; 3 zones and more = 4 VPs.

Arts district: Change 1 of your 1-★ tokens into a 2-★ token **or** 1 of your 2-★ tokens into a 3-★.

Leaders

Leaders are part of the complete rules. When you take a leader, you also activate as many workers as there are leaders taken by the other players before you choose yours.

Religious leader: Allows you to do the additional action when you contribute to the building you started with your architect.

Political leader: When a building is completed, you can choose to send all of your workers from that building into the zone of power of your choice, except the Citadelle. You must choose one of the 4 zones in the corners and send all of your workers from the building into that zone.

Economic leader: You gain a second architect. Take the neutral architect in front of you and put it on the Economic Leader card. It behaves like your regular architect: you activate 3 workers when you start a new building, you do not benefit from the additional action of the building where the neutral architect is, you place a ★ token when you complete a building, etc. **However**, at the end of the century, a building started by the neutral architect is automatically completed, even at the end of the game.

Cultural leader: Score bonus points each time you put a ★ token.
4-5 players: 1-★ token = 2 VPs; 2-★ = 3 VPs; 3-★ = 4 VPs.
2-3 players: 1-★ token = 1 VP; 2-★ = 2 VPs; 3-★ = 3 VPs.
Make sure that you always use the side of the card with the proper number of players.

Leader of the Citadelle: When you choose this leader, immediately **put 3 passive workers in the Citadelle**. This leader does not have any other effect for this century.

Events

Québec presents 16 historical events. Since you only experience 4 events per game, these events will renew the game each time you play.

There are two types of events: those from 1608 and those from the other three centuries. The 1608 events remain in play until the end of the game or until scored; they add new ways to score points that require long term strategic planning. The events for the other three centuries are more immediate and remain in play only during their respective century.

I - 1608 - Missionaries and first settlers

1. **Samuel de Champlain's First Voyage (1603):** The player with the largest group of adjacent buildings at the end of the game scores 8 VPs. Buildings must have a ★ token on them to be part of the group.
2. **Birth of the Sovereign Council - Roots of the Québec Government (1663):** The first two players to complete 2 buildings in 3 of the 4 different colours (a total of 6 buildings) score points. 1st: 8 VPs. 2nd: 4 VPs.
3. **Arrival of Jean Talon as the First Intendant of Québec (1665):** The first two players to complete a 3-★ building of each colour (a total of 4 buildings) score points. 1st: 8 VPs. 2nd: 4 VPs.
4. **Fort Québec Fire – Beginning of the French Canadian Architectural Style (1682):** The first two players to complete 3 blue buildings score points. 1st: 8 VPs. 2nd: 4 VPs.

II - 1708 - Between two empires

1. **Battle of the Plains of Abraham (1759):** During the scoring round, every player cascades half of his workers from the Citadelle into the political zone of power (max. 5).
2. **Seven Years' War (1756-1763):** Players do not activate any workers when they take a leader.
3. **Royal Proclamation and Departure of the French Elites (1763):** Leaders are unavailable during this century; players are not allowed to take a leader.
4. **Fortification of Québec against the American Invasion (1775):** This century, completed buildings do not get a ★ token unless they received 2 contributions. In other words, if a building is completed with only 1 contribution, it will not receive a ★ token. 2-★ or 3-★ tokens are placed as usual.

III - 1808 - Urbanisation of a Capital

1. **Massive British Immigration (1800-1830):** Players activate 4 workers (instead of 3) when they move their architect.
2. **War of 1812 against the United States (1812):** Players only activate 2 workers (instead of 3) when they move their architect.
3. **Québec Becomes a Provincial Capital (1867):** Each player immediately activates a number of workers equal to his rank on the scoring track. The first player activates 1 worker, the second 2 workers, etc.
4. **Construction of Naval Canals – Decline of the Port of Québec (1871):** After this century's scoring round, each player can only keep a maximum of 3 active workers. If a player has more than 3 active workers, he puts the extra workers back in his supply.

IV - 1908 - A World Heritage Site

1. **Conscription Crisis (1917):** At the end of the century but **before** the scoring round, players must remove their workers from each zone in which they have 2 workers or less.
2. **First Official Edition of the Québec Winter Carnival (1955):** At the end of the century but **before** the scoring round, each player who occupies all 5 zones of power scores 5 VPs.
3. **Summit of the Americas and Protest against Globalization (2001):** During the scoring round, a player may only cascade into a zone where he already has at least one worker.
4. **Québec City's 400th Anniversary (2008):** At the beginning of the scoring round, players who do not have at least 1 worker in each of the 4 zones of power located in the corners cannot cascade.

Important: When scoring a zone of power, if the majority player is unable to cascade his workers due to an event, no one else is allowed to cascade.

Precisions

You can move your architect at any time, no matter the number of contributions on the building it occupies. If you leave a building on which there aren't any workers, flip it but do not put a ★ token on it. Players may no longer place their architect there.

When you start a new building with the neutral architect (obtained with the Economic Leader card), you activate 3 workers as you would with your own architect. If a player ends the century by moving the neutral architect, his turn ends during the scoring round. He does not complete his turn at the beginning of the other century as he would have if he had moved his own architect.

It is possible to use the additional action of the **Rich district** (**Start a new building**) even if your architect is in front of you. This is actually a very interesting move at the beginning of the game.

A player **does not** activate any workers if he ends the last century (and the game) with the **Start a new building** action.

Strategic hints

Québec is a game where things are in constant motion. Since the initial setup is always different, the rhythm and flow of the game will differ greatly from one game to the next as groups of buildings might be more or less apparent depending on the original placement. Always be mindful of which additional actions are available.

Interaction is also at the core of the game: what you do impacts the other players and vice versa. Pay attention to what the other players are doing, which buildings they are trying to complete, how many active workers they have, etc. This is especially important when you **start a new building**; try to offer them an additional action they cannot refuse.

When a building receives its third contribution, the workers on that building are not immediately moved to the corresponding zone of power. They are only moved when the architect is moved by its owner to start a new building. Clever players will ensure that their majorities are preserved by keeping their architect in place for as long as possible.

Carefully manage your workers; you do not want to have to leave a building too early. On the other hand, do not attempt to make 3-★ buildings all the time. Try to see which available buildings can help you connect the ones you have already completed. By doing so, your main group of buildings will be worth even more points.

The 2-player game

Some adjustments are needed to play with 2 players. Although the rules are quite similar, the experience is different from the 3 to 5-player game. You can play with both the Family or the Complete rules. We recommend that you play your first couple of games with 3 to 5 players.

Game setup

Add the following steps to the game setup:

- **5. The players place all of their workers in their personal supply. The first player gets 3 active workers, as usual. The second player, however, receives 4 active workers.**
- **6a. Every leader is used, except the Religious leader. Make sure that you use the side with 2 pawns on the Political, Economic and Cultural leaders. The Cultural leader follows the same rules as with 3 players. The 2-player version of the Political and Economic leaders are described on the following page.**
- **9. Place the neutral architect near the board. It will be used throughout the game.**

Playing the game

The first player to **start a new building** also starts one with the neutral architect. In the 2-player game, moving the neutral architect never allows a player to activate workers.

How does the neutral architect work?

When a player contributes to the neutral architect's building, he does the **additional action**, as per the normal rules. In the two-player game, players **must** place their workers in counterclockwise order in the spaces.

When a player starts a new building, follow this sequence:

1. Take your architect off the building tile it occupies.
2. If the neutral architect's building received at least one contribution, remove the neutral architect from its building too. Do not move it if there are no workers on its building.
3. Move every worker from this/these building(s) to the appropriate zone(s) of power.
4. Flip the tile(s) on the building side and place it/them back on the same space(s).
5. Put a ★ token of your colour on your building, according to the number of contributions.
6. The last player who contributed to the neutral architect's building (the player who owns the rightmost workers) puts a ★ token of his colour on the building as per the normal rules.
7. Put your architect on a new available building this century. Remove the disc from the tile and place it with the others. If needed, also move the neutral architect onto a new available building.

8. Activate 3 workers.

Example: Red and Blue are playing. Blue made first two contributions to the neutral architect's building (leftmost and middle spaces) and Red made the last one (rightmost). Red will be able to put a 3-★ token on the building when the neutral architect is moved.

Exception

If a player uses the **Rich district** action (**Start a new building**), he does not move the neutral architect after moving his own architect, even if there are workers on the neutral architect's building.

Alternate leaders for the 2-player game

Three leaders are different in the 2-player game. The cultural leader works just like he does in the 3-player game whereas the Political (red) and Economic (yellow) leaders have a very different function.

Political leader: Immediately put 2 workers in 2 opposite zones of power: religion and economy OR politics and culture. This leader does not have any other effect this century.

Economic leader: Using passive workers, immediately make the next contribution on the neutral architect's current building. This does not allow you to do the additional action. This leader does not have any other effect this century.

Precisions

As with the players' architects, it is possible to end a century when there are no more available buildings for the neutral architect this century.

If a century ends in such a way, the active player will get to place the neutral architect at the beginning of the next century.

The History Québec City

If you would like to learn more about Québec and its history, then visit www.scorpionmasque.com. The historian and co-author, Pierre Poissant-Marquis, has written various entries that should answer your questions regarding the historical component of the game.

Be they about buildings, characters or events, your questions will be answered at:

www.scorpionmasque.com

Game Designers: Philippe Beaudoin and Pierre Poissant-Marquis

Illustration: Mariusz Gandzel (http://mariuszgandzel.carbonmade.com/)

Graphic Design: Nicolas Cloutier

Publisher: Christian Lemay

Co-**publisher:** Ystari Games

Assistant to the Publisher and English Translation: Jeff Gagné

Le Scorpion masqué's developers: Maxime Bélanger, Jeff Gagné, Joël Gagnon, Olivier Lamontagne, Christian Lemay and Mélanie Mecteau.

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Québec is a strategy game where your brain is hard at work. If you like to laugh, take a look at our other games: I Betcha..., Climb!, Burger Blitz, Monster Chase and Trafffic.

Le Scorpion masqué finances various organizations that will replace each tree used to produce this game.

Philippe would like to thank Sébastien, Ludwig and Isabelle. Special thanks to Ève-Marie for her support, as well as Jérôme and Claudiane, whose enthusiasm is always inspiring.

Pierre would like to thank Mélanie Robitaille for her never-ending encouragements. He would also like to thank Stéphane and Karl as well as the those who pioneered the playtests of Québec.

Thanks to Louis-David and his group, the Dragons nocturnes and the Plateau d'or jury.

The publisher wishes to warmly thank the developers. A very special thanks to Bruno Cathala for his great advice.

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Summary

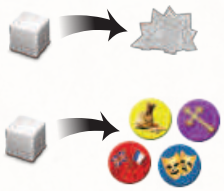
Actions

1. Start a new building
2. Contribute to a building
3. Send a worker in a zone of power
4. Take a Leader card

Do the additional action of your choice of the same colour as the "?".

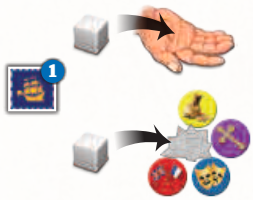
Religion

Protestant district



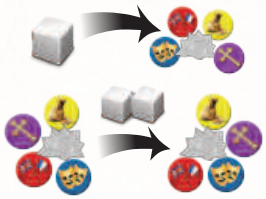
Put 1 passive worker in the Citadelle and put 1 passive worker in another zone of power of your choice.

Irish district



Score 1 VP and activate 1 worker and put 1 passive worker in the zone of power of your choice

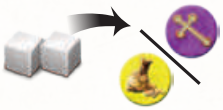
Jewish district



Put 1 passive worker in the zone of power of your choice and move 1 or 2 of your workers from one zone of power to another.

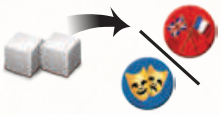
Politics

Municipal administration



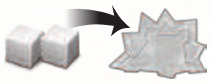
Put 2 passive workers in one zone: religion **or** economy.

National administration



Put 2 passive workers in one zone: politics **or** culture.

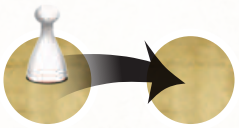
Military administration



Put 2 passive workers in the Citadelle.

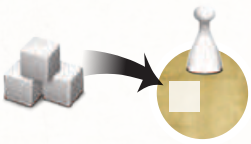
Economy

Rich district



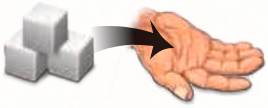
Do the **Start a new building** action.

Business district



Contribute to another building with passive workers.

Port district



Activate 3 workers.

Culture

Entertainment district

Score VPs for your active workers (after placing your workers on the building). 1 worker = 1 VP; 2 workers = 3 VPs; 3 workers and more = 4 VPs.

Academic district

Score VPs for the zones of power in which you have workers.
1 zone = 1 VP; 2 zones = 3 VPs; 3 zones and more = 4 VPs.

Arts district

Change one of your 1-★ tokens into a 2-★ token **or** change one of your 2-★ tokens into a 3-★ token.