François Gandon

QUADROPOLIS

Public Services

Contents

- 24 Building Tiles
- 4 Helpers
- 1 Rule Leaflet



QUADROPOLIS

Setting up the game

For a "Classic" game, use the 11 Public Service tiles of this expansion marked with a "Classic" background. For an "Expert" game, use the 13 Public Service tiles of this expansion marked with an "Expert" background.

Shuffle the appropriate Public Service tiles from the expansion and form a face down stack next to the Construction Site. Then, follow the standard set-up as described in the base game rules.

At the beginning of the game, draw and reveal the first 4 tiles from the Public Service stack and place them face up next to the the Construction Site.

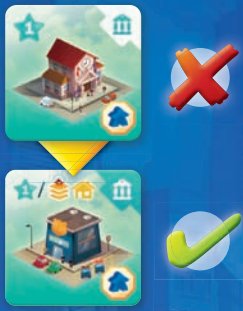
During the game, when players pick a standard Public Service tile from the Construction Site, they may:

- **either** place that standard Public Service tile in their city and discard one of the visible Public Service tiles (among those next to the Construction Site);
- **or** discard that standard Public Service tile and place one of the visible Public Service tiles (among those next to the Construction Site) in their city.

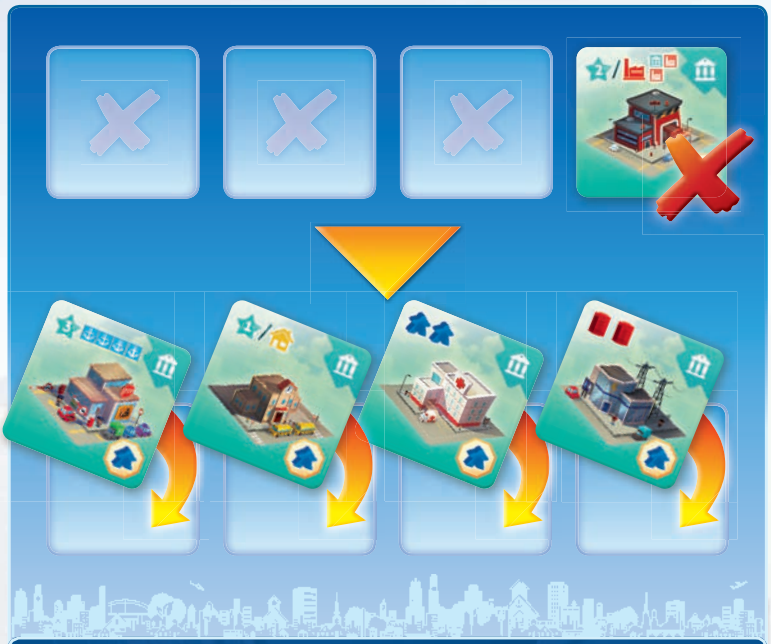
John decides to take the Police Station.



He places his Architect in front of a standard Public Service on the Construction Site, takes it, then discards it to place the Police Station in his city instead.



At the end of each round, discard any remaining Public Service tiles. Then, draw 4 new tiles from the stack and place them face up next to the Construction Site for the next round. When the stack is exhausted, shuffle the discarded tiles and form a new stack of Public Service tiles (using tiles from the expansion only).



The Fire Station was not taken during this round.
It is discarded and replaced with 4 new Public Service buildings.

Classic



Scoring

City Hall



At the end of the game, score 1 VP for each Public Service in your city (including itself).

Customs Office



At the end of the game, score 3 VPs if you have a complete row or column of Harbors in your city.

City Planning



At the end of the game, score 1 VP for each district that is fully built in your city (without any empty spots). Also score 1 extra VP if the city is fully built (without any empty spots).

Classic

Electric Utility



Immediately receive
2 Energy Units.

Maternity Ward



Immediately receive
2 Inhabitants.

Fire Station



At the end of the game, score
2 VPs for each Factory adjacent
to the Fire Station.

Police Station



At the end of the game,
score 1 VP for each floor in the
highest Tower Block of your city
(if several Tower Blocks have
the same level, you simply
score one of them).

Park District



At the end of the game, score 1 VP for each Park in your city.

School



At the end of the game, score 1 VP for each Tower Block in your city, regardless of its number of floors.

Reprocessing Plant



At the end of the game, score 1 VP for any two Energy Units placed on this Building.
Any unused Energy Unit can be placed on the Reprocessing Plant at game end to avoid negative points, even if their total number is not even.

TV Station



At the end of the game, you may receive 1 Inhabitant for each Shop in your city. These Inhabitants can immediately be placed as customers in a Shop, or used to activate other buildings. Then, proceed to final scoring.

Expert



Scoring

Capitol



At the end of the game, consider the Capitol as a Public Service AND as a Monument. As such, it scores 2 VPs for each adjacent Public Service, 3 VPs for each adjacent Shop, and 5 VPs for each adjacent Park.
It also inflicts a penalty of 5 VPs for each adjacent Factory or Harbor.

The Capitol requires 3 Inhabitants to be activated. As a Public Service, it would score 2 VPs if adjacent to a monument.

City Hall



At the end of the game, score 1 VP for each Public Service in your city (including itself).

Customs Office



At the end of the game, score 5 VPs if you have a complete line or column of Harbors in your city.

City Planning



At the end of the game, score 1 VP for each district that is fully built in your city (without any empty spots). Also score 1 extra VP if the city is fully built (without any empty spots).

Electric Utility



Immediately receive 3 Energy Units.

Congress Center



At the end of the game, consider the Congress Center as a Public Service AND as an Office Tower. To calculate the score of your Office Towers, count how many of them are adjacent to each other as usual. Add the Congress Center if it is adjacent to one of them. Then, check the corresponding line on your Helper to know how many VPs you score per Office Tower, depending on its number of floors.

The Congress Center is not an Office Tower and thus does not score as one. It cannot be stacked with other tiles. Also, VPs scored for Office Towers cannot exceed the final line of the table (5 adjacent Office Towers).

Expert

Fire Station



At the end of the game, score 3 VPs for each Factory adjacent to the Fire Station.

In Expert Mode, the Fire Station requires 2 Inhabitants to be activated.

Park District



At the end of the game, score 1 VP for each Park in your city.

In Expert Mode, the Park District requires 2 Inhabitants to be activated.

Maternity Ward



Immediately receive 3 Inhabitants.

Police Station



At the end of the game, score 1 VP for each floor in the highest Tower Block or Office Tower of your city (if several buildings have the same level, you simply score one of them).

Reprocessing Plant



At the end of the game, score 1 VP for each Energy Unit placed on this building.

School



At the end of the game, score 1 VP for each Tower Block in your city, regardless of its number of floors.

TV Station



At the end of the game, you may receive 1 Inhabitant for each Shop in your city. These Inhabitants can immediately be placed as customers in a Shop, or used to activate other buildings.
Then, proceed to final scoring.

QUADROPOLIS II

Credits

Game Design: François Gandon

Illustrations: Sabrina Miramon

Graphic Design: Cyrille Daujean

Development and Production: Adrien Martinot

Special thanks: Gauthier & his team, Dim & Anne-Cat, Muriel & François Richard

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