

Quatropolis

About

In the city of Quatropolis, every party has its own hidden motives and resources. The resident may be set on getting as many public amenities as possible, while the landlord just wants to hike up the rent. Meanwhile, the city official and the corporation are locked in a battle over population control, and must ask the landlord and resident to pick sides. Can you outmaneuver, outbid, and outwit your opponents to make Quatropolis in your image?

Setup

Quatropolis is a game for **four** players.

1. Randomly assign each player one of the four **role cards**. Players publicly display their role cards.
2. Each player should draw **two objective cards** and **one enemy card** corresponding to their role. These may never be shown to other players.
3. Give each player a **resource storage cup**.
4. Give each player a **voting tray**.
5. Place the communal **voting buckets** in the center of the play area.
6. Place the **influence chips** and **money coins** in the center of the play area. This will act as the “bank” for these resources.
7. Shuffle all of the **issue cards** and place them face down in the center of the play area.

8. Place the **game states mat** in the center of the play area. Place four **marker tokens** to denote the initial states. Rent starts at 3, while all others start at 5.

How to Play

Winning Quatropolis

The objective of Quatropolis is to gain the most **victory points (VP)** by the time the game ends. There are two ways to gain victory points:

1. Completed objective cards grant 1 VP for each point the given game state is past the stated objective. They grant -1 VP for each point the given game state is short of the state objective.

Example: The resident has two objectives, to keep rent below 4 and to keep public amenities above 6. At the end of the game, rent is at 2 and public amenities are at 5. The resident gets 2 VP from rent being 2 below 4, but loses 1 VP for public amenities being 1 below 6. The resident gets a total of 3 VP from her objective cards.

2. You gain 0.5 VP for every 1 VP your enemy loses from objective cards, and you lose 0.5 VP for every 1 VP your enemy gains from objective cards.

Example: The corporation's enemy is the city official. The city official ended with a total of -2 VP

for his objective cards. Therefore, the corporation gains 1 VP. Had the city official ended with 2 VP, the corporation would instead lose 1 VP.

The game ends when there are no more issue cards left to draw. At this time, the player with the most VP wins. It is possible for multiple players to win if there is a tie in VP.

Gameplay Procedure

Gameplay proceeds in **rounds**. Each round is divided into four phases:

1. **Earning** – Following the instructions printed on their role card, players gain the appropriate amount of money and/or influence and place it in their private resource storage cup.
2. **Discussion** – Players flip over the top issue card on the deck and spend no longer than 5 minutes discussing it.
3. **Funneling** – All players close their eyes. During this time, the resident may open his/her eyes and funnel money to the corporation and/or the city official in secret by placing it in their resource storage cup(s). Then, the resident closes his/her eyes and the landlord is given the same opportunity.
4. **Voting** – Players secretly move resources from their resource cup to their voting trays. Once everyone is ready to vote, all players simultaneously dump their voting trays into either the “yes” or “no” voting buckets. Then, the votes are counted. Money and influence have equal worth. The side with more total

money and influence prevails. The game states board should be adjusted accordingly. Expended resources are returned to the bank.

Special Abilities

Some of the roles in Quatropolis have special abilities or restrictions. The effects of these abilities, as well as when they can be activated, are printed on the cards. If there is ever a conflict between a special ability printed on a card and the rule booklet, the ability printed on the card should override the rule booklet.

Referendums

There are two issue cards in the deck labeled as referendum cards. When these cards are drawn, each player should roll the die, and the player with the highest roll will decide what is voted on in the referendum. The proposing player can allocate up to a maximum of four points across the game states. A yes vote on the referendum will change the game states according to the proposal, but a no vote will change the game states exactly opposite to the proposal. The proposing player is given no more than two minutes to draft the proposal, after which the regular five minutes of discussion begins, and the round proceeds as normal.

Example: A referendum card is drawn, and the landlord gets the highest die roll. The landlord proposes to increase rent by 2, decrease public amenities by 1, and decrease property tax by 1. Players ultimately vote against this proposal, causing

rent to decrease by 2, public amenities to increase by 1, and property tax to increase by 1.

FAQ

- Can the game states go below 1 or above 10?
 - No, each state cannot go below 1 or above 10. If rent control is active, rent cannot go above 7.
- Why are there different colors of influence chips and money coins?
 - The different colors have different values. Silver is worth 1, red is worth 5, green is worth 25, blue is worth 50, and black is worth 100.
- What is the difference between money and influence?
 - Money and influence are worth the same amount. However, some roles gain money, some roles gain influence, and other roles gain both. Only the city official and corporation can spend money, but all roles can spend influence.
- What happens if there is a tie in voting?
 - If there are an equal number of “yes” and “no” votes, the issue is considered unresolved, and remains on the table for another round. Players go through earning, discussion, funneling, and voting repeatedly until there is no longer a tie.