



Founded in 1608 by Samuel de Champlain, the city of Québec is undoubtedly one of the most historically significant cities in North America. Over the course of its more than four hundred years of history, its fate has been shaped by the human endeavors that form the foundation of the Western world. The storied development of the city, now recognized as a UNESCO World Heritage Site, was forged through the decisive influence of religion, politics, economics, and culture.

In QUÉBEC, you are responsible for the development and expansion of the city. In each of the four centuries, you compete for the majority in the five zones of power: **Citadelle** (🏰), **Religion** (✝️), **Politics** (🏛️), **Economy** (💰) and **Culture** (🎨). To do this, you start new construction sites with your architect and send workers to advance the construction of these buildings. Sending workers to another player's construction site lets you use a bonus district action — but also increases that building's value for its owner. It is important to balance short-term advantages with long-term strategy. When a building is completed, the workers are moved from there to the influence wheel.

At the end of each century, you score victory points for your workers in the five zones of the influence wheel. Then, a “cascading” scoring takes place: the player with the majority in a zone moves half of their workers to the next zone. This allows the same workers to be scored multiple times, which can lead to a powerful cascade of points.

The player with the most victory points after the final scoring wins the game.

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COMPONENTS

General components:



11 red cubes



1 arrow token

1 game board



1 neutral architect meeple



5 leader cards



16 event cards (4 per century)



44 building tiles (11 per century)

Components in the 5 player colors:



1 architect meeple



24 star tokens (double-sided)



25 workers (discs)



1 "100 VP" token (double-sided)



1 VP marker



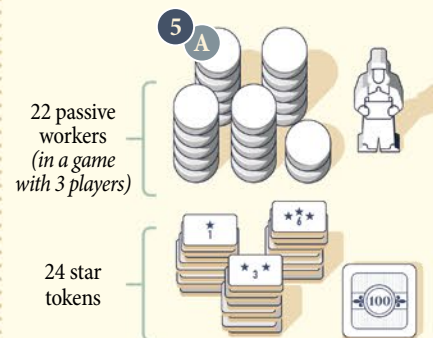
1 player board

SETUP

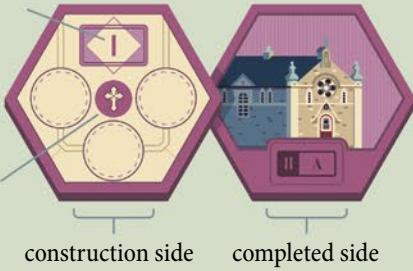
- Place the **game board** in the middle of the table.
- Place the **red arrow token** on the arrowhead marked "I" on the influence wheel. (It indicates the most influential zone of the current century.)
- Place the **44 building tiles** randomly, construction side up, on the matching colored spaces (purple tiles on purple-outlined spaces, etc.). The full-color district spaces of each color remain empty.
 - Distribute the building tiles from all four centuries evenly across the game board. These are identified by the Roman numerals I to IV.
 - Align the Roman numeral on the building tiles with the adjacent district space of the same color.

First game? Place the building tiles as shown in the diagram on the right.

- Take the **11 red cubes** and place them on the 11 building tiles of the first century (I). All tiles marked in this way are **AVAILABLE CONSTRUCTION SITES**.
- Take your **personal components** in a color of your choice: 1 player board, 1 architect, 1 VP marker, 1 "100 VP" token, 24 star tokens, and a **number of workers (discs)** according to the number of players:
 - A 3 players:** 25 workers • **4 players:** 22 workers • **5 players:** 20 workers
Return any unused workers to the box.
 - B** Place **3 workers** on the worker space of your player board; they are **ACTIVE** and can be used for actions. Place the **remaining workers** next to your player board; they are **PASSIVE** and form your supply.
 - C** Place your **VP marker** on space 0 of the scoring track.
- Place the **5 leader cards** face up on the corresponding spaces on the left side of the game board. Place the neutral architect (yellow) on the **Economic** leader card.
 - In a 3-player game, the Religious leader is not available and cannot be taken.**
In this case, place this card **face down** on its space (not back in the box).
- Shuffle the **16 event cards** into 4 piles according to their backs, keeping them face down. Draw 1 event card from each pile and return the rest to the box.
 - A** Place the card for the first century (I) face up on the left event space at the top right of the game board. (It offers an additional victory point opportunity and remains active until the end of the game or until it has been scored twice.)
 - B** Place the cards for the other 3 centuries as a face-down, sorted stack on the right event space; II at the top, IV at the bottom. (They are revealed at the beginning of their century and are only active during that century.)



Century I-IV



Zone of power

construction side completed side

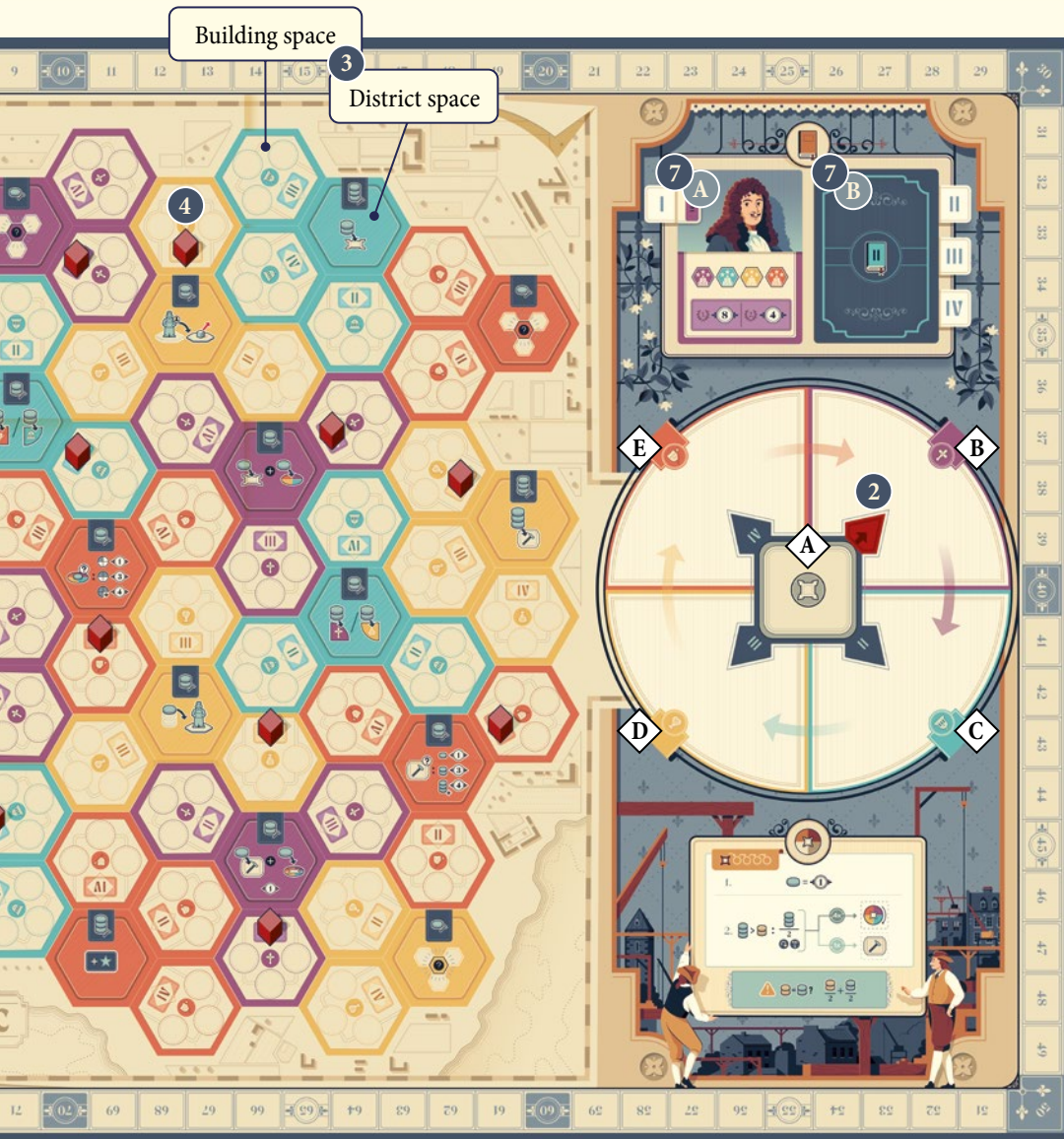
Each building tile belongs to a zone of power and a century. At the start of the game, they are placed with their construction side up. Once a building tile is completed, its tile is flipped over to its completed side.

| | | | |
|--|----|----|----|
| | 3 | 4 | 5 |
| | | | |
| | 25 | 22 | 20 |



During setup, 3 workers go on your player board (active), the rest go next to your player board (passive).

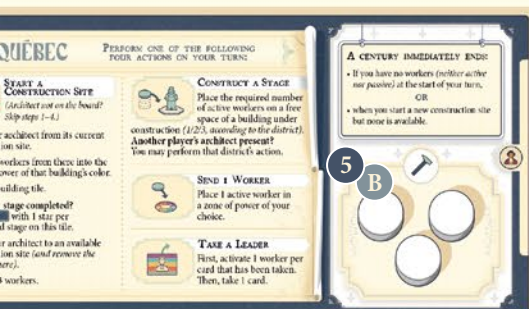
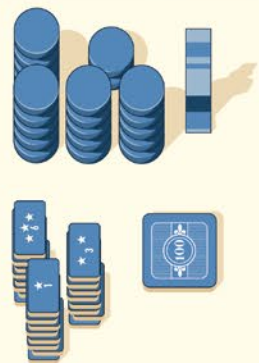
The 5 zones of power



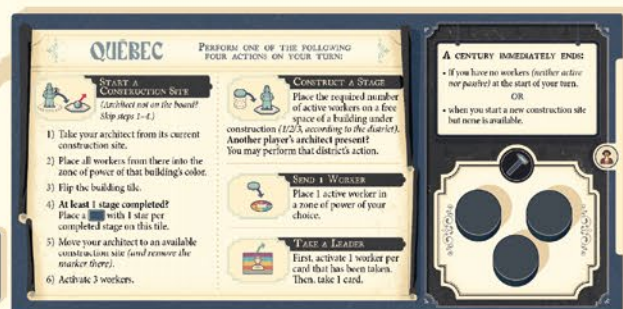
Building space

District space

Example setup for 3 players



3 active workers (at any player count)



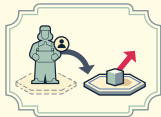
COURSE OF THE GAME & ACTIONS

A game of QUÉBEC spans four centuries, with each player typically taking 5 to 7 turns per century. Randomly select a starting player. After that, play continues clockwise.

On your turn, you must perform 1 of these 4 actions:

- **Start a Construction Site**
- **Construct a Stage**
- **Take a Leader**
- **Send 1 Worker**

Tip: Most actions require active workers. In order to have several actions to choose from in each turn, it is advisable to always have active workers available.

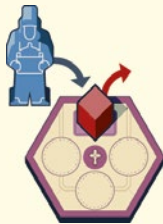


START A CONSTRUCTION SITE

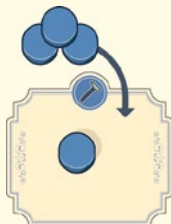
This action is often the very first action in a game. It consists of 6 steps in total. Despite the action's name, you first **COMPLETE** your architect's building that is currently **UNDER CONSTRUCTION** (steps 1-4). The building's tile is then flipped and is worth victory points at the end of the game. Only then do you start any **AVAILABLE CONSTRUCTION** site with your architect and **ACTIVATE** new workers (steps 5-6).

Since your architect is not yet in play at the beginning of the game, you only perform steps 5 and 6 when you perform this action for the first time:

- 5 Reassign Architect:** Place your architect on an **AVAILABLE CONSTRUCTION SITE** of the current century of your choice. Available construction sites are marked with a red cube. Remove the red cube from the tile and place it next to the game board. Unmarked construction sites cannot be started.



- 6 Activate 3 workers:** By starting a construction site, you may **ACTIVATE** 3 workers. Whenever you are allowed to activate workers, take the corresponding number of workers from your supply next to your player board and place them on the worker space on your player board. If you are allowed to activate more workers than you have in your supply, activate as many as possible.



As soon as an architect has started a construction site, it becomes a **BUILDING UNDER CONSTRUCTION**. You and all other players can place workers on it with the "Construct a Stage" action.

Tip: Read the "Construct a Stage" action on the next page before continuing here.

AVAILABLE CONSTRUCTION SITE: A building tile with its construction side up and a red cube on it.

BUILDING UNDER CONSTRUCTION: A building tile with its construction side up and any architect on it. Maximum of 1 architect per building tile.

COMPLETED BUILDING: A building tile with its completed side up, typically with a star token on it.

Once your architect is on the game board, always perform all 6 steps when you perform the "Start a Construction Site" action:

- 1 Remove architect:** Take your architect from its current construction site.
- 2 Send workers:** Move all workers (*yours and opponents*) from this building to the zone of the same color on the influence wheel. (*For example, workers from a purple Religion building are moved to the purple Religion zone.*)

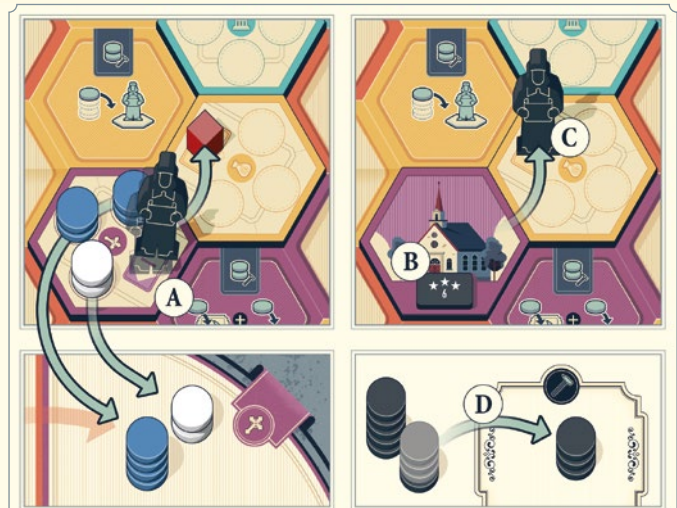
Tip: Always stack workers of the same color in groups of five so you can easily see how many workers each player has in the different power zones.

- 3 Flip tile:** Flip the building tile to its completed side.
- 4 Place star tokens:** Place one of your star tokens matching the number of constructed stages on the building tile. (*Example: If 2 stages have been constructed here, place a star token with ★★.*)
 - If no stage has been constructed (*i.e., no worker on the tile*), you do not place a star token.
 - The more stars a building has, the more victory points it is worth at the end of the game.

End of the century? If no **AVAILABLE CONSTRUCTION SITES** remain before step 5, **immediately** perform the "End of a Century" (→ pg. 6). Only then do you continue with your turn with steps 5 and 6.

- 5 Reassign architect** (as described on the left)

- 6 Activate 3 workers** (as described on the left)



Vero starts a construction site. First, she removes her architect from its current building and sends all workers from there to the Religion zone of the influence wheel (A).

Then she flips the tile to the completed side and places a star token with ★★, because 3 stages have been constructed (B).

Finally, she places her architect on an available construction site of her choice (C) and activates 3 workers (D).



CONSTRUCT A STAGE

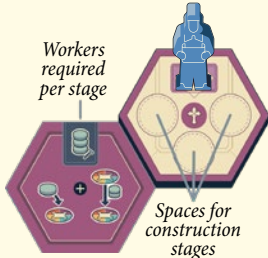
By taking this action, you construct 1 stage of a BUILDING UNDER CONSTRUCTION (i.e., occupied by an architect) in order to place your workers onto that tile.

Each building can have **up to 3 construction stages**; they can be constructed by the same and/or different players. The number of construction stages constructed determines which star token is placed when the building is completed and turned over.

- Each construction stage requires **exactly as many workers** as indicated in the upper section of the adjacent district space of the same color—never more or less.

- Take the specified number of **active** workers from your player board. Place them as a stack on a free space of a building under construction of your choice.

- Then, if the architect there is not yours but belongs to **another player**, you may perform the corresponding **district action** (see below).



Once all 3 construction stages of a building have been completed (i.e., all 3 spaces are occupied), no further construction stages can be built there. However, the tile is not automatically flipped over; this only happens when the architect is removed from there (by the “Start a Construction Site” action).

DISTRICT ACTION AS A BONUS



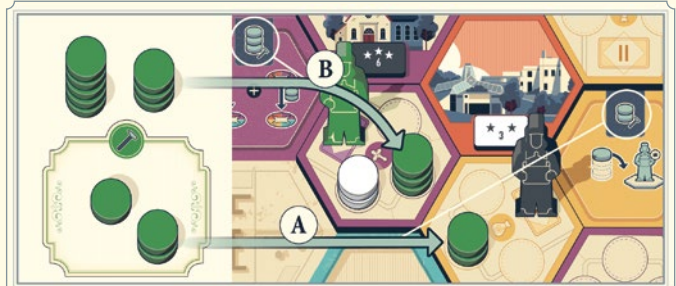
If you construct a stage on a building with **another player’s** architect on it, you may then perform the corresponding district action. The district action is shown on the **adjacent district space of the same color**.

(Therefore, it is recommended that you align the building tiles with the Roman numeral corresponding to the district space during setup.) All district actions are explained on page 11 and on the back of this rulebook.

Important: You can construct stages of buildings that you yourself have started (with your architect or the neutral architect), but in this case, you **do not** perform the district action as a bonus.



Most district actions require passive workers from your own supply. If you do not have enough passive workers, you may use active workers from your player board instead. District actions are always optional, and partial execution is also allowed (e.g., placing 1 worker in a zone even if the action allows 2 workers).



Stefan constructs a stage of the **Economy** building. As indicated on the adjacent district space of the same color, he places 2 active workers from his player board as a stack on a free space on the tile (A).

The architect there belongs to **Vero**, so *Stefan* may perform the corresponding district action: “Construct a stage of another building with passive workers.” He chooses the **Religion** building, takes the indicated number of passive workers from his supply (in this case, 3), and places them on the chosen building (B). (This district action allows you to construct a stage, but does not grant another district action, → pg. 11.)



TAKE A LEADER

At the beginning of each century, there are 5 (or 4 in a three-player game) leaders available that grant powerful advantages for the current century. You may perform this action **only once per century**. If you already have a leader in front of you, you cannot take another leader until the next century.

Taking a leader consists of 2 steps:

- 1 First, check how many leaders have already been taken in this century. Then activate exactly that number of workers.

- 2 Next, choose one of the leaders facing up on the game board and place their card to the right of your player board. You will benefit from their advantage for the rest of the current century. All leaders are explained on pg. 9.

This symbol in the upper left corner of the game board reminds you that you must **activate one worker per leader already taken** before you take a leader.



Timing matters when taking a leader. If you are the first to perform this action, you cannot activate any workers, but you have the full selection. If you are the third to choose, you activate 2 workers, but you also have 2 fewer leaders to choose from. In other words, the earlier you take a leader, the greater the selection, but the fewer workers you activate.

Stefan chooses the “Take a Leader” action. He would have liked to take the **Political** leader, but **Vero** had already taken it. Therefore, *Stefan* first activates 1 worker (because 1 leader has already been taken) before taking a leader from those available.



SEND 1 WORKER

Take **1 active worker** from your player board and place it in a zone of power of your choice. If you do not have any active workers, you may not choose this action.

Note: This action is usually weaker than the others. Nevertheless, you can gain some influence with it if you have few active workers, or do not want to move your architect.

END OF A CENTURY

A century ends **immediately**:

- If a player has no workers (*neither active nor passive*) at the start of their turn;
OR
- When a player would reassign their architect during the “Start a Construction Site” action, but there are no available construction sites left.

Perform the following steps when a century ends:

- The player with the **Economic** leader **completes the neutral architect’s current building** by following the 4 usual steps: remove the architect, move workers to the corresponding zone of power, flip the building tile, and place a star token showing as many stars as stages were constructed. If no player has the **Economic** leader, this step is skipped.
- Score the 5 zones of power** (*see below*).
- Return all taken leaders** to the game board. Return the neutral architect to the **Economic** leader.
- Complete all available construction sites** (*with a red cube*) of the century that is coming to an end by removing the cubes and flipping the tiles to the completed side. These buildings were constructed without your contribution and therefore do not receive any star tokens. **Important:** Buildings under construction (*with an architect on them*) remain unchanged with the workers on them.

- Place the **11 red cubes** on the building tiles of the next century. They mark the new available construction sites.
- Remove the face-up event card from the **right** event space (*if present*) and reveal the **event for the next century**. The event for the first century remains in play on the left event space for the entire game (*or until it has been scored twice*).

You keep your active workers for the new century. Then the game continues. **If the century ended...**

- At the beginning of a turn**, that player performs the first action (*of their choice*) of the new century.
- During a “Start a Construction Site” action**, that player continues their turn. They place their architect on an available construction site of the new century and activate 3 workers as usual. **Exception:** If the end of the century was triggered by the **neutral** architect, the turn of the corresponding player now ends. Since they no longer have the neutral architect, they do not start a new construction site and do not activate any workers.


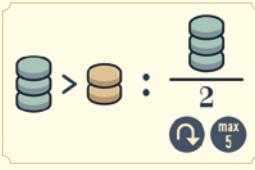
SCORING THE 5 ZONES OF POWER

In step 2 of each “End of a Century”, you score the 5 zones of power one after the other. **Always start with the Citadelle**, then move on to the most influential zone of the current century. Continue clockwise with the remaining zones until you have scored all 5 zones. The most influential zone of each century is:



Note: The specific scoring order for each century is indicated on the back of the rulebook. In addition, the red arrow token on the influence wheel indicates the most influential zone.


The scoring of a zone of power takes place in 3 steps:

- First, you score **1 victory point for each of your workers** in this zone  of power. Move your VP marker on the scoring track accordingly. When a player reaches or exceeds 100 VP, they place their “100 VP” token on their player board to indicate this.
- The **player with the most workers in this zone of power** performs a “cascade” and moves **half of their workers** — rounded down, maximum 5 — from this zone of power to the next. 

In case of a tie, all players involved perform a cascade. Workers moved via a cascade are scored again in the next zone of power. If they form a majority there, they may trigger another cascade.

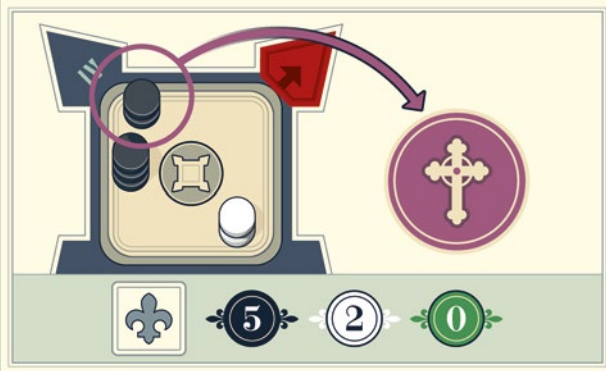
- Take **all remaining workers** who have not been cascaded (*but are still in the zone of power*) **back into your supply**.

Cascade in the last zone: The player(s) with the majority in the fifth and last zone moves half of their workers — rounded down, maximum 5 — to the worker space on their player board instead. This makes it possible to start the next century with additional active workers.

Important: During a cascade, a maximum of 5 workers may be moved (*or 5 per color in case of a tie*). 

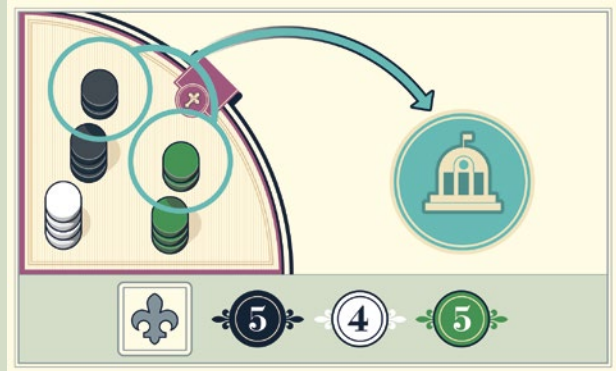
At the end of the scoring, move the red arrow token to the next arrowhead clockwise. Make sure that every zone of power is now empty. Return any workers you forgot there to your supply. Then continue the game as normal.

Tip: This cascading scoring can be very powerful. Pay close attention if a player manages to accumulate many workers in the zones.



- 1 The first century is coming to an end. There are 5 black and 2 white workers in the Citadelle. First, **Black** scores 5 VP and White scores 2 VP.

Since **Black** has the most workers, they cascade. The rounded half of the black workers (2) moves to the most influential zone of this century: **Religion**. All remaining workers (3 black and 2 white) return to their supply.



- 2 Next, the **Religion** zone is scored. White and **Green** have 4 and 5 workers there, respectively. **Black** has a total of 5 workers, including the 2 workers that cascaded here from the Citadelle. White therefore scores 4 VP, while **Black** and **Green** each score 5 VP.

Since **Black** and **Green** share the majority, they each cascade 2 workers (the rounded half) into the next zone: **Politics**. All remaining workers return to their supply. **Black's** initial majority in the Citadelle is already paying off.



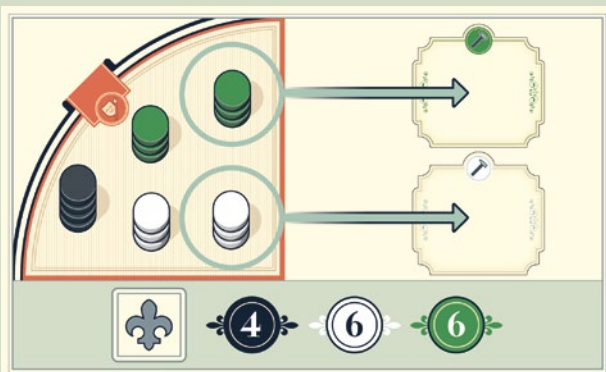
- 3 In the **Politics** zone, **Black** scores 4 VP, White scores 10 VP, and **Green** scores 12 VP.

Due to the cascade from the previous zone, **Green** now has a majority here and moves 5 workers—the maximum allowed—to the next zone: **Economy**. All remaining workers return to their supply.



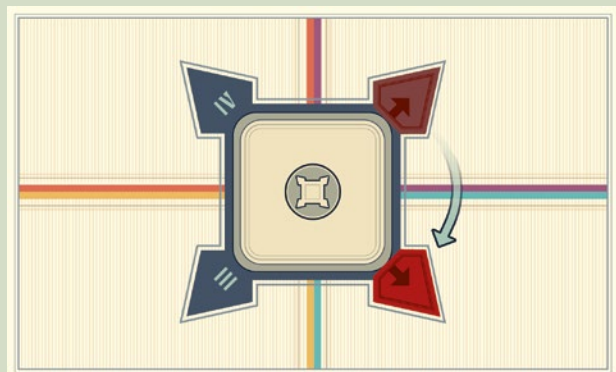
- 4 **Green** is the only color represented in this zone with 10 workers and scores 10 VP.

Since **Green** has the majority, 5 of these workers cascade into the last zone: **Culture**. All remaining workers return to their supply.



- 5 **Black** scores 4 VP, while White and **Green** each score 6 VP for their workers.

Both share the majority. Since this is the last zone, they move half of their workers (3 of 6) to their player board. These workers are already active at the beginning of the next century and are immediately available. All remaining workers return to their supply as passive workers.



- 6 At the end of the scoring, move the red arrow token to the next arrowhead clockwise. This indicates that in the next scoring, **Politics** will be the most influential zone of power in the second century, after scoring the Citadelle. Also, make sure that there are no workers left in the zones of power.

END OF THE GAME & FINAL SCORING

The game ends at the end of the fourth century. First, perform the first 2 steps of “End of a Century”:

- 1 Complete the **building of the neutral architect**, if it is on the game board.
- 2 **Score the 5 zones of power** as usual.







Steps 3 to 6 are omitted, as they serve to prepare for the next century. If the fourth century ended during a “Start a Construction Site” action, that player does not continue their turn and therefore does not activate any workers.

Leave all unfinished buildings with an architect standing on them unchanged; they are not automatically completed and do not receive a star token.

Then perform your **final scoring** in sequence:

- 1 **Unfinished buildings:** You score 1 VP for each of your workers on an building under construction.
- 2 **Active workers:** You score 1 VP for every 2 active workers on your player board.
- 3 **Completed buildings:** You score VP for your completed buildings. The number of VP depends on whether a build-

ing belongs to your main group or not. Go through each group of adjacent, connected buildings marked with your star tokens and add up the numbers on the star tokens. The group with the **highest sum** is your **main group**.

- A For each **building in your main group**, you score VP according to the **number** on its star token:
1 VP if  3 VP if  6 VP if 
- B For each **of your other buildings**, you score VP according to the **stars** on its star token:
1 VP if  2 VP if  3 VP if 





Note: The main group is not necessarily the largest group, but the one with the highest sum of numbers.

Check whether you have scored the **event of century I** (→ pg. 10), and do so if necessary.

The player with **the most VP** wins! In case of a tie, the victory is shared.



First, **Black** scores 2 VP for the workers on the unfinished **Economy** building. In addition, **Black** has 3 active workers on their player board, which are worth 1 VP (not shown here).

Black has 2 groups of buildings. Although the left group is larger, the right group has the higher total (12 to 8) and is therefore the main group. **Black** scores a total of 12 VP (6+6) for these 2 buildings and 6 VP ( +  +  + ) for the 4 buildings on the left.

CREDITS

This game is a revised edition and new interpretation of the game “Québec,” originally released in 2011.

Spielworxx would like to thank the designers, the Canadian publisher “Le Scorpion Masqué,” which published the game at the time, and everyone who contributed to the development and publication of the game.

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CLARIFICATIONS & TIPS

QUÉBEC is a highly interactive game. Your actions influence the other players and vice versa. Pay close attention to who is planning what, which buildings are under construction, and who has how many active workers. When you start a new construction site, it can be useful to offer the other players a worthwhile district action so that the building can be completed quickly.

Many actions require active workers. If you have already taken a leader and have no active workers, you will inevitably have to start a construction site. It is therefore advisable to always have a few active workers available.

On the one hand, you do not want to leave buildings prematurely. On the other, insisting on only completing buildings with can hold you back. Always keep an eye on which available construction sites will help you **connect your already completed buildings** to expand your main group.

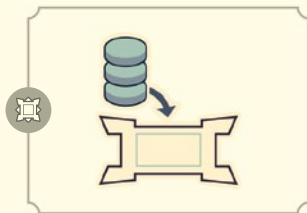
A building is not automatically flipped when its third stage has been constructed. This only happens when the architect is removed from there (*by the “Start a Construction Site” action*). This allows you to control when the workers are moved to the corresponding zone of power in order to influence the majority of workers on the influence wheel in your favor.

ADDITIONAL RULES: LEADERS



Reminder: At the beginning of the “Take a Leader” action, you activate as many workers as have already been taken as leaders in this century. This corresponds to the number of empty card spaces on the game board.

LEADER OF THE CITADELLE:



When you take this leader, immediately send 3 passive workers to the Citadelle. This leader has no further effect for the rest of the century.

POLITICAL LEADER:



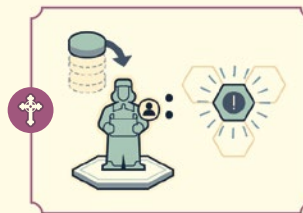
Each time a building is completed, you may move all your workers from that building to 1 colored zone of your choice (*except the Citadelle*), instead of the zone matching the building’s color. If you do so, you must move all your workers to the same zone.

CULTURAL LEADER:



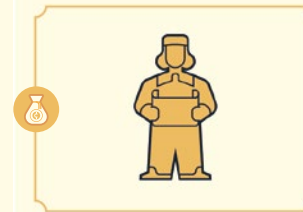
Each time you place a star token, you immediately score additional victory points (VP) depending on the token and the number of players: In a three-player game, you score 1 VP per star on the token. In a four- or five-player game, you score 1 VP more than the number of stars on the token.

RELIGIOUS LEADER:



Allows you to perform the associated district action even when you are constructing a stage of a building with your own architect.

ECONOMIC LEADER:



You gain control of the neutral architect as your second architect for the duration of this century. Take the yellow meeple from the card and place it in front of you.

On your turn, when you start a construction site, you choose which of your two architects to use. You cannot use both architects at the same time during the same action.

The neutral architect follows the same rules as your normal architect:

- When you start a construction site with it, you activate 3 workers as usual.
- Once its building is completed, place a star token as usual.
- If another player constructs a stage of the building with “your” neutral architect on it, they may perform the corresponding district action as usual — but you may not.

Special rule at the End of a Century: If the neutral architect is still on a building at the end of a century, that building is automatically completed (→ pg. 6). This also applies at the end of the game.

ADDITIONAL RULES: EVENTS


QUÉBEC comes with 16 historical events. Since only 1 event from each century is used in each game, a different set of events occurs in each game.


There are two types of events: The events of the first century offer additional victory point opportunities that require


strategic planning and therefore remain active until the end of the game (*or until they have been scored twice*). The events of the other three centuries are only active for the duration of their century.

CENTURY I: MISSIONARIES AND FIRST SETTLEMENT

1603 – Samuel de Champlain’s first voyage: The player with the largest group of connected buildings at the end of the final scoring scores 8 VP. In case of a tie, all players involved score 8 VP each.

1663 – Birth of the Sovereign Council and the Government of Québec: The first player to build 2 buildings in 3 of the 4 colors (*6 buildings in total*) immediately scores 8 VP. The second player to do so immediately scores 4 VP. Each of these buildings must be marked with at least .

1665 – Arrival of Jean Talon as Intendant of Québec: The first player to build 1 building in each of the 4 colors with  each (*4 buildings in total*) immediately scores 8 VP. The second player to do so immediately scores 4 VP.



1682 – Fort Québec Fire, beginning of the French-Canadian architectural style: The first player to construct 3 **Cultural** buildings immediately scores 8 VP. The second player to do so immediately scores 4 VP. Each of these buildings must be marked with at least .

CENTURY II: BETWEEN TWO EMPIRES

1756–1763 – Seven Years’ War: In this century, you do not activate any workers when you take a leader.

1759 – Battle of the Plains of Abraham: After scoring the **Citadelle**, each player may cascade half of their workers (*but no more than 5*) from there into the **Politics** zone of power, not just the player having the majority.

1763 – Royal Proclamation and Departure of the French Elites: In this century, you may not take any leaders.

1775 – Fortification of Québec against the American invasion: In this century, buildings completed with only 1 stage do not receive a star token. However, if a building is completed with 2 or 3 stages, a star token with  or  is placed on it as usual.

CENTURY III: URBANIZATION OF A CAPITAL

1800–1830 – Massive British immigration: In this century, you activate 4 workers (*instead of 3*) when you start a construction site.

1812 – War against the USA: In this century, you activate only 2 workers (*instead of 3*) when you start a construction site.

1867 – Québec becomes provincial capital: Once at the beginning of this century, each player activates a number of workers according to their position on the scoring track (*as shown on the event card*). In the event of a tie, all players involved activate the smaller number, and subsequent players’ rankings shift accordingly. (*Example: Green and Blue share first place and activate 1 worker each. Black follows in third place and activates 3 workers.*)

1871 – Canal Commission and decline of Québec’s port economy: After scoring this century, no player can have more than 3 active workers. Surplus workers must be returned to their supply.

CENTURY IV: ON THE WAY TO WORLD HERITAGE STATUS

1917 – Conscription Crisis: At the end of this century, immediately before scoring, each player must remove their workers from all zones of power where they have only 1 or 2 workers. In other words, if you do not have at least 3 workers in a zone of power, you must remove them from there. These workers return to their respective supply.

1955 – First Winter Carnival of Québec: At the end of this century, immediately before scoring, any player with at least 1 worker in each of the 5 zones of power scores 5 VP.

2001 – Summit of the Americas and anti-globalization protests: During the scoring of this century, you may only cascade into the next zone if you already have at least 1 worker there. In other words, players without a worker in the subsequent zone of power cannot cascade in that next zone.

2008 – Québec City’s 400th anniversary: During the scoring of this century, only players with at least 1 worker in each of the 4 colored zones of power (*all but the Citadelle*) at the start of the scoring may cascade.

ADDITIONAL RULES: DISTRICT ACTIONS

If you construct a stage of a building with **another player's architect**, you may perform the corresponding district action.

Most district actions require **passive workers** from your own supply. If you do not have enough passive workers, you may use active workers from your player board instead.

District actions are always **optional**. Partial execution is also allowed (e.g., *placing only 1 worker in a zone if multiple are allowed*).

RELIGION



Archdiocese: Perform any other **Religion** district action of your choice.



Protestant district: Place 1 passive worker in the **Citadelle** AND 1 passive worker in any other zone of power of your choice.



Irish district: Activate 1 worker AND place 1 passive worker in a zone of power of your choice AND score 1 VP.



Jewish district: Place 1 passive worker in a zone of power of your choice AND move 2 of your workers from 1 zone of power to 1 other zone of power of your choice.

POLITICS



Seat of Government: Perform any other **Politics** district action of your choice.



Municipal administration: Place 2 passive workers in one of these zones: **Religion** OR **Economy**.



Provincial administration: Place 2 passive workers in one of these zones: **Culture** OR **Politics**.



Military administration: Place 2 passive workers in the **Citadelle**.

ECONOMY



Trading hub: Perform any other **Economy** district action of your choice.



Port district: Activate 3 workers.



Mansion district: Perform the "Start a Construction Site" action.

- You can perform this district action even if your architect is still in front of you (*this can be an interesting move at the beginning of the game*).
- If you have taken the **Economic** leader, you may also use the neutral architect for this district action (*activate 3 workers as usual*).



Business district: Construct a stage of another building under construction using passive workers. This does not trigger a district action.

- You may not choose the building that triggered this district action.
- If you do not have enough workers (*active plus passive*), this district action has no effect and you do not place any workers.

CULTURE



Heritage site: Perform any other **Culture** district action of your choice.



Academic district: Score victory points depending on the number of zones of power in which you have workers:

- 1 zone = 1 VP
- 2 zones = 3 VP
- 3 or more zones = 4 VP

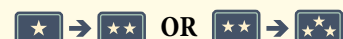


Entertainment district: Score victory points depending on the number of your active workers (*after you have placed workers on the building*):

- 1 worker = 1 VP
- 2 workers = 3 VP
- 3 or more workers = 4 VP



Arts district: Increase the value of one of your already placed star tokens by 1 star:



The 17th century marks the 'Heroic Era' of New France, beginning with Champlain's 1608 habitation. These decades were defined by the zeal of missionaries and the transformation of a fur-trading outpost into a Royal Province. It was a century of survival and expansion, where faith and commerce laid the foundations of a French society in the heart of the North American wilderness.



Dating back to 1647, **Notre-Dame Basilica-Cathedral** is the oldest Catholic church north of Mexico. Rebuilt twice after war and fire, its crypt holds the remains of Laval and Frontenac. Its chancel lamp, a gift from Louis XIV, remains a true and enduring symbol of its ancient faith.



In 1663, the **Seminary of Québec** was established as North America's oldest French center of higher learning. Once a school for priests, it evolved into Laval University by 1852. Today, the building still houses vital archives and a grand, centuries-old legacy of education.



Built in 1687 **Notre-Dame-des-Victoires Church** honors two French victories over British fleets. Destroyed in the 1759 siege and rebuilt by 1766, this small stone landmark remains a symbol of resilience. It was named a historical monument in 1929 to protect its spiritual legacy.



Constructed in 1644, the **Hôtel-Dieu Hospital** stands as the first hospital in North America. Managed by the Hospitalières for centuries, it was rebuilt and expanded many times. Today, it is a specialized teaching hospital, maintaining a vital and historic legacy of medical care.



As the home of governors for 200 years, **Château St. Louis** saw its final stone version built in 1694. Though destroyed by fire in 1834, its ruins were rediscovered beneath Dufferin Terrace. It once hosted elite British receptions during its impressive peak as a grand residence.



The **Batterie Royale**, a semi-circular stone platform, was ordered by Governor Frontenac in 1691 to defend the city. Financed by Louis XIV, it saw action during the 1759 defeat before being buried by urban growth. It was restored in 1977 as a key historical site in the Lower Town district.



Built in 1608, the **Champlain Habitation** was Québec's first building — serving as home, trading post, and fort. This wooden outpost featured a moat for defense before vanishing by 1633. It remains a foundational symbol of the city's early survival and its colonial fur trade roots.



A classic stone settlement, the **Demers House** dates to 1689 and sits along the Saint-Lawrence. Rebuilt in 1764 after the 1759 siege, it reflects the immense wealth of local merchants near the port. This building has been an official and protected historical heritage site since 1966.



The **Dumont House** was erected in 1689 by Charles Baillif on a site once occupied by Intendant Jean Talon. It later housed a doctor, Pierre de Sales L'arrière, and even hosted President Taft. Today, this landmark serves as a unique and historic geological museum for local visitors.



Old Québec's oldest residence, the **Jacquet House**, dates back to 1677. Maintaining its unique 17th-century style, it survived the 1759 siege and later housed novelist Aubert de Gaspé. Since 1966, it has hosted the famous and historic restaurant called Aux Anciens Canadiens.



Named after the famed explorer who charted the Mississippi, the **Louis Jolliet House** was built for him in 1683. It later became the lower base for the city's funicular, linking the Upper and Lower Towns, and was electrified in 1907. It remains a landmark of the capital's unique geography.

The city's first appointed bishop, **François de Montmorency-Laval**, founded the Seminary of Québec in 1663 with missionary zeal and a firm spirit that shaped New France's independent Catholic tradition.

The soldier and cartographer **Samuel de Champlain**, known as the Father of New France, founded Québec City and served as Governor, providing maps with vital historical details about North America.

Lawyer, author and traveler, **Marc Lescarbot** visited New France in 1606, staging the first North American play, *Le Théâtre de Neptune*, and later publishing a vital history of French settlements.



Named the first Intendant of Québec in 1665, **Jean Talon** was an imposing economic figure who doubled the population and made the colony self-sufficient via varied industries like fishing and agriculture.

Frontenac, arguably the most illustrious Governor General of New France, famously defended Québec City against the British in 1690, responding to surrender demands with "the mouths of his cannons."



In 1603, reaching the Saint Lawrence, Samuel de Champlain discovered an area he named Québec (*after the Algonquin term, "where the river narrows"*). In 1608, he returned to found a colony.



In 1663, King Louis XIV created the Sovereign Council to lead New France. This trio of Governor, Intendant, and Bishop managed military, civil, and religious affairs for the young colony.



In 1665, King Louis XIV appointed Jean Talon as Intendant of New France. He transformed the small outpost into a thriving colony with his initiative and drive to reduce a demographic deficit.



In 1682, a massive fire in Place-Royale prompted strict stone-building laws, creating the French-Canadian architectural style with its signature 52° sloped roofs and stone walls.

The **18th century** in Québec marks a turbulent shift between two empires; New France's fate hung in the balance. Amidst global wars and the 1759 Siege, the city became a battlefield for power. Following British conquest, a resilient society emerged, fighting to keep its laws under a new crown. This era of change forged a complex identity for a people caught between competing worlds.



The **Cap Diamant Redoubt**, commissioned by Frontenac in 1693, stands as the city's oldest military building. Integrated into the walls by 1712, it once housed a prison and cannons. Today, this sturdy structure remains a vital part of the Citadel and the city's rich military heritage.



Built between 1712 and 1748, the **Dauphine Redoubt** served as a massive barracks for the French garrison. Later used by the British for artillery storage and an ammunition factory, it reflects centuries of war. Since 1964, it has been a centerpiece of Canada's Historic Artillery Park.



Built under Governor Frederick Haldimand between 1784 and 1786, **Château Haldimand** served as the seat of the colonial government and the Legislative Assembly of Canada between 1860 and 1866. Demolished in 1892, it stood on the very site where the iconic Château Frontenac stands today.



The **Intendant's Palace**, elegantly rebuilt in 1726, was once the colony's most elegant urban castle. It housed the Sovereign Council, a chapel and a prison before being destroyed by Americans in 1775. Only its vaults survived, later supporting a brewery and now a modern fire station.



In 1755, the **Barbel House** was erected for Marie-Anne Barbel, a prominent businesswoman and fur trade widow. Though the luxurious home burned during the 1759 Conquest, it was later rebuilt. It stands as a testament to the influence and eventual decline of the elite French merchant class.



The **Chevalier House**, built in 1752 for a shipowner near the busy port, was a massive stone property designed for commercial success. Rebuilt in 1762, it later became the London Coffee House. Since 1959, it has been preserved as a key piece of maritime history by the Musée de la Civilisation.



Royal architect Jean-Baptiste Maillou built the **Maillou House** in 1736. It was further expanded in 1767 and 1799. Once a base for British troops, this elegant residence is noted for its elite style and was recognized in 1958 as a site of immense national and patrimonial value for Canada.



Named in honor of prominent priest De Maizerets, an ally of Laval, the **Maizerets Manor** was built in 1711 as a large stone manor house and rebuilt in 1777, after an American invasion. Since 1979, the city has used the restored manor to host concerts, exhibits, and conferences in a historic setting.



The **Gervais-Beaudoin House** was built in 1734 for a surgeon and his family. Rebuilt in 1766 after the 1759 siege, it later served as a blacksmith's home. Despite 1923 additions, this landmark remains a protected historic monument, reflecting the city's early urban social structure.



A masterpiece of religious art, the **Ursulines Chapel** was built between 1711 and 1723. Its woodwork and sculptures by Levasseur are considered the peak of provincial craftsmanship. While the exterior was modified in 1902, the stunning original interior décor remains fully intact.



In 1804, the **Cathedral of the Holy Trinity** was the first of its kind built outside the UK. Designed to promote British culture, its 50-meter bell tower dominated the skyline for years. Its sober style and rare eight-bell carillon distinguish it from the city's Catholic landmarks.

The visionary Intendant **Gilles Hocquart** industriously developed New France between 1731 and 1748, establishing the St.-Maurice Ironworks and building the King's Road to unify colonial commerce.

A military genius, **Louis-Joseph de Montcalm** arrived in 1756, securing major victories against the British before dying heroically in 1759 while defending Québec City during its final siege.

Bishop **Jean-Olivier Briand** rebuilt the clerical network after 1763, ensuring Catholicism's rebirth under British rule by demonstrating loyalty and living a life of extreme personal modesty.



The military engineer **Gaspard-Joseph Chaussegros de Léry** arrived in 1716, designing Québec's Citadel and fireproof urban houses, thus becoming the definitive father of Canadian architecture.

The master carpenter **Jean Baillairgé** arrived in 1741 to found a famous artistic dynasty, notably restoring the Notre-Dame Cathedral in 1768 following the aftermath of the War of Conquest (1754-1760).



From **1756 to 1763**, the Seven Years' War was fought for colonial dominance. New France fell to superior British numbers in 1760, with the 1759 Battle at Québec sealing the end of French rule.



In a brief fifteen-minute battle in **1759**, British forces defeated France on the Plains of Abraham, capturing New France's capital and signaling the end of French rule in North America.



Issued by King George III after the Seven Years' War, the Royal Proclamation of **1763** was a British law designed to manage North American territories. French administrators had to leave.



British forces repelled a **1775** American invasion, prompting the construction of massive stone walls and the Grand Citadel, earning the city its "Gibraltar of North America" title.

The 19th century transformed Québec into a bustling administrative hub, gradually outgrowing its military skin. British architectural influence and sturdy stone masonry redefined the skyline, reflecting the wealth of a capital. As old walls met boulevards, this era saw the rise of parliamentary culture and modern institutions, bridging the colonial past and the future.



As the world's most photographed hotel, the **Châteaueu Frontenac** was commissioned in 1892 by the Canadian Pacific Railway. Named after New France's famous governor, its central tower was added in 1926. It famously hosted the 1943 Québec Conference with leaders Roosevelt and Churchill.



The **Louis St.-Laurent Building** was constructed in 1871 as the city's main post office. Named after the former Canadian Prime Minister, this Beaux-Arts landmark has outlived its original role in Canada's first postal network. Today it houses a postal outlet and several federal library offices.



The historic **Customs Building** features grand Doric columns and Neptune's head. It has been a major source of government revenue since 1856. Despite two major fires, it was restored each time to preserve its grandeur. It was named a site of national historic significance in 1972 by Canada.



In 1880, the **Thibaudeau Warehouse** was erected for the successful textile firm of Isidore Thibaudeau. Once the heart of a vast 19th-century import empire, the building was expanded in 1894. Since 1986, this commercial monument has housed modern offices and elegant apartments.



The **Museum of French America** originated in 1806 when the Seminary of Québec began sharing its scientific collections. Thomas Baillargé designed its iconic rounded building in 1838. As Canada's oldest museum, it closed its doors in 2024 before joining the Cité du Séminaire project.



A Beaux-Arts masterpiece, the **Capitol Theatre** was built in 1903 and hosted legends like Hitchcock and Montand. This "Auditorium de Québec" fell into decline after 1970 but was saved by a 1986 UNESCO monument status. It reopened in 1992, restoring its place as a premier cultural venue.



The **Jesuit Chapel** was built from 1817 to 1820 to serve the Notre-Dame Congregation Catholics before the Jesuits reclaimed it in 1849, benefiting from a religious tolerance shift under the English regime. Since 1992, it has provided vital shelter for homeless youth in the city.



Serving as the Bishop's residence, the **Archdiocese of Québec** was built in 1847. Designed by Thomas Baillargé, its neo-classical grey stone and Doric columns project a solemn, sacred image. A 1903 expansion added a grand portico with granite columns, maintaining its original style.



The **Kirk Hall**, erected in 1829, served the country's oldest Anglo-Scottish community: the St. Andrew's Congregation. Originally the nation's first Protestant school, it later transitioned into a ministerial residence between 1885 and 1909 and remains a vital community hall today.



The **City Hall** was inaugurated in 1896, providing the municipal council with a permanent home. Its design blends neoclassical and neo-romantic styles, featuring a signature clock tower. Renovated for the city's 400th anniversary, it stands as a proud administrative landmark.



The **Parliament Building** was constructed between 1877 and 1886 as the seat of Québec's provincial power. It features the famous motto, "Je me souviens", and a facade decorated with statues of historical figures. This national site represents a rich mosaic of French and British heritage.

The renowned **Gabriel-Alphonse Desjardins** founded Québec's first savings bank in 1900 to provide essential financing for Francophones and give birth to a global cooperative financial group.

An esteemed writer, **Pierre-Joseph-Olivier Chauveau** transitioned from crafting poetry to serving as Québec's first Premier in 1867, eventually becoming a Senate president and university dean.

As Governor General, **Lord Dufferin** saved Québec City's historic walls from demolition, established the Citadel as a residence, and redesigned the magnificent scenic terrace that now bears his name.



François-Xavier Garneau wrote the monumental *Histoire du Canada* in 1845 to refute Lord Durham, becoming a vital cultural pioneer and his country's most essential and influential historian.

The courageous priest **Elzéar-Alexandre Taschereau** risked his life for sick Irish immigrants in 1847 before co-founding *Université Laval* and later becoming Canada's very first cardinal in 1886.



Between **1800 and 1830**, massive British and Irish immigration transformed Québec City into a cosmopolitan capital, with English speakers representing a full quarter of its population.



In **1812**, the United States attempted to invade Canada to support France. British forces and local recruits successfully repelled the advance, strengthening colonial ties to the Crown.



With the **1867 British North America Act**, Canada gained political independence. Though not the national capital, Québec City became the seat of the newly formed provincial government.



The **1871 Canal Commission** dealt a final blow to Québec City's economy, shifting major maritime trade to further inland industrial cities and with Montreal's port benefiting in the long term.

The **20th century** solidified Québec's status as a global treasure, culminating in its 1985 UNESCO World Heritage designation. Efforts to preserve the district transformed the capital into a beacon of heritage. Modernity now blends with stone walls, celebrating a unique French identity. This era reflects a commitment to safeguarding memory, ensuring the city remains a living museum.



Inaugurated in 1971, the **Grand Théâtre de Québec** is a leading national cultural complex. It houses a music conservatory and two auditoriums, supporting groups like the Orchestre Symphonique de Québec. Today, it remains a vital center for performing arts and academic transmission.



The **Museum of Civilization** opened in 1988 to showcase the history of Québécois and First Canadians, attracting millions of visitors to its immersive cultural exhibits. Its central hall features a massive 18th-century boat, while the modern design uses cutting-edge technology.



The **Museum of Fine Arts**, built in 1933, was the city's first government-funded museum. Dedicated exclusively to visual arts since 2002, its three pavilions house over 33,000 works. The collection features elite Québec artists and an impressive selection of traditional Inuit art.



The **Guy Frégault Building** was constructed between 1942 and 1946. Originally for the Workers' Compensation Board, it shifted to state use during the Quiet Revolution. It has housed the provincial Ministry of Cultural Affairs since 1980 and was named after the historian who once led it.



The majestic **Saint-Roch Church**, built between 1914 and 1923, is the largest in Québec City. Its neo-Gothic style features white oak furniture and the city's largest organ. With stunning stained glass and 17th-century French paintings, it remains a true landmark of religious art.



The spectacular Church of **Saint-Cœur-de-Marie**, built from 1919 to 1921, featured a unique neo-Byzantine style. Funded by Eudist Fathers, its interior boasted brick vaults and white marble. Despite its grand architectural beauty, it closed in 1997 and was sadly destroyed in 2019.



Named after the famous nationalist, journalist and radio host, the **André Laurendeau Building** was built from 1935 to 1937. Since 1980, this massive granite landmark has housed the Lieutenant Governor's quarters and served as a workspace for the province's political press corps.



The **Health and Welfare Building** is an iconic "château" style monument inaugurated in 1939. Known for its numerous turrets and copper ornamentation, it served as a post office before becoming a federal hub for health and social services in 1963. It remains a city architectural gem.



Built between 1967 and 1972, the **Marie-Guyart Building** stands as the tallest building in the city at 132 meters, with 31 floors. Named after a pioneering educator, it houses the Ministry of Education and features a public observatory offering a full panoramic view of the capital's skyline.



The **Hotel Le Concorde**, inaugurated in 1974, is a semi-pyramidal landmark known for its modern design and height. It famously features the province's first revolving restaurant at its summit, offering fine dining with a constantly shifting view of the historic districts below.



Completed in 1931, the 26-story **Price Building** was the city's first skyscraper. Originally the headquarters of a pulp and paper firm, it has served various governmental roles since 1983, including as the official residence of the Premier of Québec since 2001.

The visionary **Michaëlle Jean** served as the first Black woman Governor General from 2005 to 2010, promoting gender equality and cultural solidarity for the city's 400th anniversary celebrations.

World-renowned director **Robert Lepage** has redefined theater and opera through avant-garde technology. For Québec City's 400th anniversary he projected its history onto the capital's harbor silos.

From 1996 to 2022, **Peter Simons** expanded his family's prestigious, long-standing retail empire La Maison Simons across Canada and gifted the Tourny Fountain for Québec City's 400th anniversary in 2008.



The influential **Marc Ouellet** rose to Cardinal in 2003, fiercely defending Catholic values in modern debates and leading the 2008 Eucharistic Congress to mark the 400th anniversary of Québec City.

The visionary **Régis Labeaume** became mayor in 2007, revitalizing the capital through the 400th-anniversary festivities and overseeing a period of historic economic growth and urban development.



The **1917 Conscription Crisis** exposed deep national divisions as many Francophones resisted forced military service. Violent 1918 riots in Québec City saw five civilians fatally shot.



Rooted in New France traditions, the first official Québec Winter Carnival launched in **1955**. With its mascot Bonhomme, it became the world's largest and most famous winter festival.



During the **2001 Summit of the Americas**, 65,000 activists converged on Québec City for an unprecedented anti-globalization demonstration, met by an intense and controversial police response.



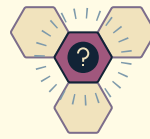
In **2008**, Québec City marked its 400th anniversary with 300 events, featuring stars like Céline Dion and global dignitaries to celebrate four centuries of history and renewed civic pride.

OVERVIEW

Scoring order in each century:

| | 1 st zone | 2 nd zone | 3 rd zone | 4 th zone | 5 th zone |
|-----|-------------------------|-------------------------|-------------------------|-------------------------|-------------------------|
| I | | | | | |
| II | | | | | |
| III | | | | | |
| IV | | | | | |

District Actions



Archdiocese



Seat of government

Perform 1 other district action of the same color.



Trading hub



Heritage site

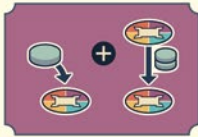
RELIGION



Protestant district: Place 1 passive worker in the **Citadelle** AND 1 passive worker in any other zone of power of your choice.



Irish district: Activate 1 worker AND place 1 passive worker in a zone of power of your choice AND score 1 VP.



Jewish district: Place 1 passive worker in a zone of power of your choice AND move 2 of your workers from 1 zone of power to 1 other zone of power of your choice.

POLITICS



Municipal administration: Place 2 passive workers in one of these zones: **Religion** OR **Economy**.



Provincial administration: Place 2 passive workers in one of these zones: **Culture** OR **Politics**.



Military administration: Place 2 passive workers in the **Citadelle**.

ECONOMY



Port district: Activate 3 workers.



Mansion district: Perform the “Start a Construction Site” action.

- You can perform this district action even if your architect is still in front of you (*this can be an interesting move at the beginning of the game*).
- If you have taken the **Economic** leader, you may also use the neutral architect for this district action (*activate 3 workers as usual*).



Business district: Construct a stage of another building under construction using passive workers. This does not trigger a district action.

- You may not choose the building that triggered this district action.
- If you do not have enough workers (*active plus passive*), this district action has no effect and you do not place any workers.

CULTURE



Academic district: Score victory points depending on the number of zones of power in which you have workers:

- 1 zone = 1 VP
- 2 zones = 3 VP
- 3 or more zones = 4 VP



Entertainment district: Score victory points depending on the number of your active workers (*after you have placed workers on the building*):

- 1 worker = 1 VP
- 2 workers = 3 VP
- 3 or more workers = 4 VP



Arts district: Increase the value of one of your already placed star tokens by 1 star:

