

# Quorum

⚙ Raúl Franco & Fran Martínez   🗡 Bea Tormo



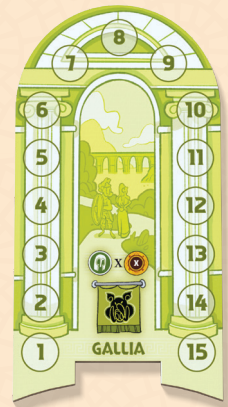
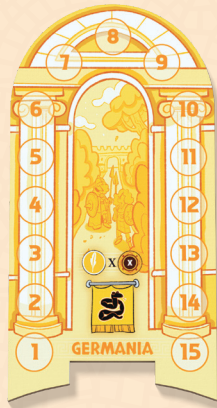
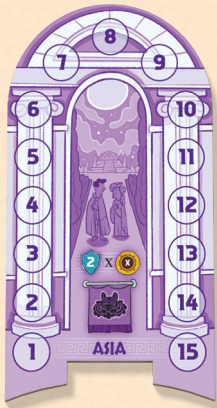
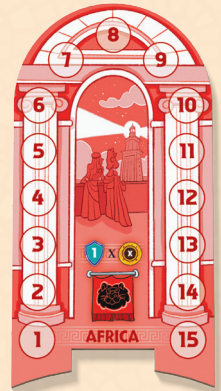
The Roman Empire has spread over all the known world. **Its civilization** has expanded and is influential in all aspects of life, from trade and architecture to the **power of its army and its political intrigues**. **The presence of the gods is made clear** in the events of human lives.

In *Quorum*, the players take on the role of Roman senators who share the power of Rome and its provinces with the aim of acquiring the greatest amount of influence possible.

The goal is to be the most powerful and influential senator by gaining victory points, which are awarded in various areas of influence over the 12 rounds of the game.

# 1 COMPONENTS

Boards: **1** central map and **6** Provinces





Cards: **72** Rome cards and **14** God cards



**24** Province markers  
(6 per player)



**4** Score markers




**12** double-sided Influence tokens  
(with numbers 1 to 4)



**4** Player aid cards  
(1 per player)




# II SETUP

- 1 Place the central map board on the table and randomly place the 6 Provinces around it so they fit into the spaces.
- 2 Assign a color to each player and place 1 Province marker per player color next to the number 1 space in each Province. Leave the color markers you are not using in the box.
- 3 Place each player's Score marker in the center of the map, with the +40 side down.
- 4 Take 1 Player aid card per player, making sure that one of them includes this icon . Shuffle those cards and give 1 randomly to each player. Leave the leftover cards in the box.
- 5 Set the God cards aside for the moment and shuffle the rest of the cards with the Province side up. Turn over 5 cards in a line next to the map. We will call this line of cards "Rome." Then, deal 4 cards to each player. Players will have 4 cards in hand at all times during the game.



**6** Add the 14 God cards to the deck with the Altar side up and shuffle the deck again. Then place it next to Rome.

**7** Place the 6 Influence tokens showing the number 2 in the spaces for them on the map. Leave the rest of the tokens to one side.

Once the game setup is complete, the player whose Player aid card bears this icon  will be the first player.

SCORING BY PROVINCES

AFRICA	1	X	0
ASIA	1	X	0
GERMANIA	1	X	0
GALLIA	1	X	0
HISPANIA	1	X	0
MACEDONIA	1	X	0

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## CREDITS

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# III GAME PLAY

On their turn, each player will first **take 1 card** from Rome and then **play 1 card** (page 10) in front of them to affect one of the Provinces. Once these 2 steps have been concluded, then it is the turn of the next player to their left. The turns continue in this way until all the players have 12 cards in front of them, as they have then played a total of 12 turns each.



At the end of the game, the combination of cards played and the influence accumulated in each of the Provinces will award the players victory points, which will then decide who wins.

## TAKE 1 CARD

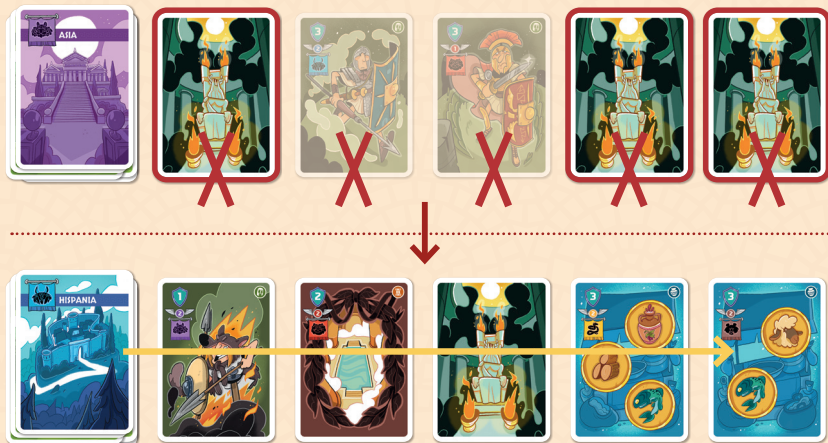
The player chooses 1 of the cards in Rome and adds it to their hand. Then, they fill the gap left by their selection using the next card in the deck. If it is a God card, it is placed face-down (so that the God cannot be seen). Otherwise, it is placed face up.



ROME DECK

ROME

Before drawing, **if there are 3 or more God cards in Rome**, the player may choose to remove all the cards in Rome and place 5 new cards, then shuffle the set-aside cards back into the deck. This may only be done once per turn.



# ROME CARDS

**POWER**

**PROVINCE**



**TYPE**



The **Power** of the card determines how it will score at the end of the game (see page 11), according to the different Provinces and its type.



AFRICA



GALLIA



GERMANIA



MACEDONIA



HISPANIA



ASIA

The color banner indicates which **Province** the card belongs to, as well as the value of its influence in that Province. The Province that each card can influence is also shown on the back side. All players must be able to see and consult the backs of the cards in the other players' hands so they know which Provinces those players may exert their influence in.



NEUTRAL

The cards are split into the following **types**, each of which is scored differently at the end of the game.

**Military**



**Intrigue**



**Architecture**



**Trade**





# GOD CARDS

The players can opt to curry the favor of the gods using the God cards. When one is taken, the player shows it and applies its effect immediately, then it is put in the player's hand. This card will remain in the player's hand until the end of the game and can never be played on the table. No player may ever have more than 3 God cards in their hand. Remember that the total number of cards on a player's hand at all times is 4.

Keep in mind that the God cards do not grant any victory points.



When a player takes a God card, they must **advance their marker 1 space forward in the Province of their choosing and modify the Influence tokens in the 2 neighboring Provinces**. The God card will indicate whether the player adds 1 or subtracts 1 from the current value of each token. The value of an Influence token can never be raised above 4 or lowered below 1. If this would occur, the effect is simply ignored.



Once the effects of the God card have been applied, the God card is placed in the player's hand. The player will then play a card from their hand.

The red player takes a God card and shows it. He decides to move his marker forward in Germania (1). Then, Vulcanus allows him to increase the value of the Influence token to the left (Hispania) (2) and subtract 1 from the token to the right (Macedonia) (3).

In this particular case, the Influence token with the 2 on Hispania is replaced with a 3, while the 2 on Macedonia is flipped to show a 1.



## PLAY 1 CARD AND INFLUENCE A PROVINCE

The player takes 1 of the cards in their hand (that is not a God card) and plays it in front of them, ensuring that its **type** is fully visible at all times. Then the player moves their Province marker in the matching Province banner the number of spaces shown on the card, as indicated by the banner. If they land on the same space as another player's marker, the moving marker is placed on top.

After these steps, it is the next player's turn. They carry out their turn in a **similar** manner, and so on and so forth.



## IV END OF THE GAME

When all the players have played 12 cards in front of them on the table, 12 rounds have been played and at that time the game is over. Now the final scoring of the game is carried out.





# V FINAL SCORING

The game ends with the calculation of the influence points that the players have obtained in each Province, then points that are generated by the cards they have accumulated in front of them.

As they add up the scores for each province and card type, the players advance along the victory point track using their Score markers to show the points they have obtained. If anyone exceeds 40 points at any time, they turn their Score marker over so that it shows the +40 side. Whoever has the most points at the end is the winner. If there is a tie, the one who has the most influence in all the Provinces combined wins. If there is still a tie, then the tied players govern Rome in coalition.

## SCORING BY PROVINCES

This part of the scoring will be calculated starting with whichever Province you choose and moving around clockwise.

Each of the Provinces generates points based on the presence of certain cards in the player's area, multiplied by the value of the Influence token for the Province in question. The general process is as follows:

First, determine the order of the players in the Province. The player whose Province marker is furthest ahead will use the full value of the Influence token.



The second-place player must subtract 1 from that value, and so on until either the value is reduced to 0 or there are no players left for that Province. If there is a tie for position, whichever player has their Province marker on the bottom is considered to be farther ahead. In order to score in a Province, a player must have moved forward at least 1 space on the track.

Each player will multiply their value from the Influence token by the number of a specific type of card they have in front of them, which is different for each Province. The value of each Province is determined as follows:



# AFRICA



Points are earned by counting the cards with a **Power of 1** that are in front of the player and multiplying that number by the value of the Influence token for this Province.



The yellow player has her marker on the number-7 space in Africa, so she is farthest ahead. She has 4 Power-1 cards in front of her and the Influence marker is showing a 2. She therefore receives **8 points** ( $=4 \times 2$ ).



The red player has his marker on the number-5 space in Africa, for second place. He has 5 Power-1 cards. As he came in second in this Province, the value of the Influence token is reduced by 1 for him, so he gets **5 points** ( $=5 \times 1$ ).



# ASIA



Points are earned by counting the cards with a **Power of 2** that are in front of the player and multiplying that number by the value of the Influence token for this Province.



The red player has four Power-2 cards and came in first (his province marker is under the yellow one). The Influence marker shows a 3, so he gets **12 points** ( $=4 \times 3$ ).



The yellow player is considered to be behind him. She has 6 Power-2 cards, but the Influence marker is reduced by 1 for her (as she is second) 1. She gets **12 points** ( $=6 \times 2$ ).



## GERMANIA



Points are earned by counting the **Intrigue** cards in front of the player and multiplying that number by the value of the Influence token for this Province.



## GALLIA



Points are earned by counting the **Military** cards in front of the player and multiplying that number by the value of the Influence token for this Province.



## HISPANIA



Points are earned by counting the **Trade** cards in front of the player and multiplying that number by the value of the Influence token for this Province.



## MACEDONIA



Points are earned by counting the **Architecture** cards in front of the player and multiplying that number by the value of the Influence token for this Province.



## SCORING BY CARD TYPE

In addition to counting toward the values of the different Provinces, each type of card also provides points for the player as described below:

### MILITARY



**5 points**



**10 points**



**0 points**

- ◆ Each pair of Military cards with consecutive power values grants the player **5 points**.
- ◆ Each group of 3 Military cards with powers of 1, 2, and 3 grants the player **10 points**.



*This player will receive **25 points** for their Military cards.*

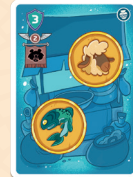
### TRADE

- ◆ Points are earned based on the size of each group of products shown on this type of card. Products that only appear once do not generate any points.

**2 products of the same kind 2 points**

**3 products of the same kind 4 points**

**4 or more products of the same kind 6 points**



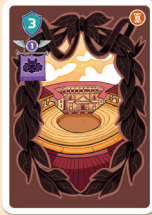
*This player was able to gather a fish, one wood, two sheep, two jugs of wine, and four bushels of wheat, earning her a total of 10 points.*



# ARCHITECTURE

◆ Points are granted for the number of **different** cards of this type that were played by the player.

1	2	3	4	5	6
<b>1</b>	<b>4</b>	<b>8</b>	<b>12</b>	<b>18</b>	<b>24</b>



*This player has placed 2 baths, 1 temple, 1 theater, and 1 aqueduct, obtaining a total of 12 points.*



# INTRIGUE

◆ The player counts the **Power-3 cards** they have and multiplies that number by the number of Intrigue cards in front of them.



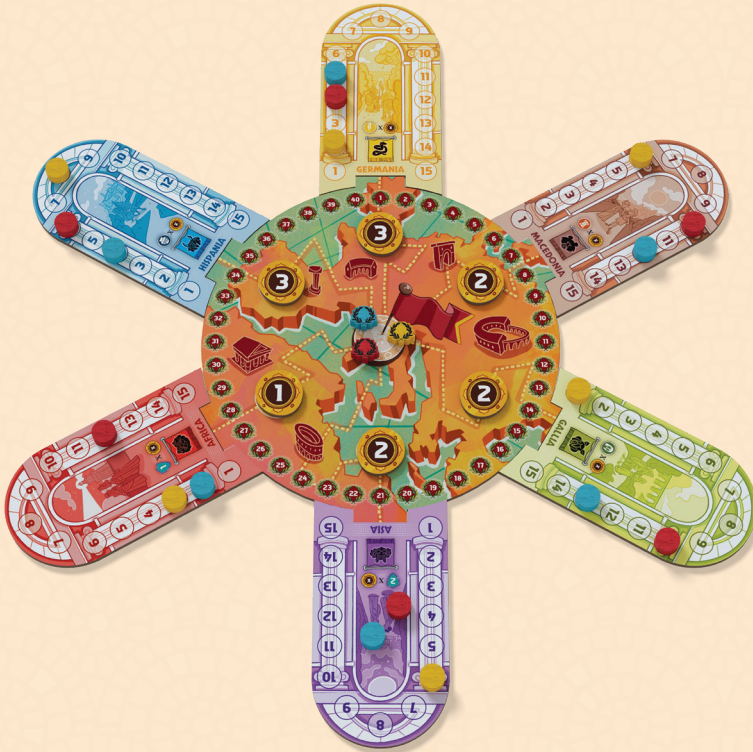
*This player played 4 Intrigue cards in front of them and 3 Power-3 cards. He gets 12 points.*

# VI END OF GAME SCORING EXAMPLE

## PROVINCES



Scoring example for the Yellow player.



## TYPE OF CARD



**MILITARY: 15**



**TRADE: 8**



**ARCHITECTURE: 4**



**INTRIGUE: 4**

**TOTAL**

